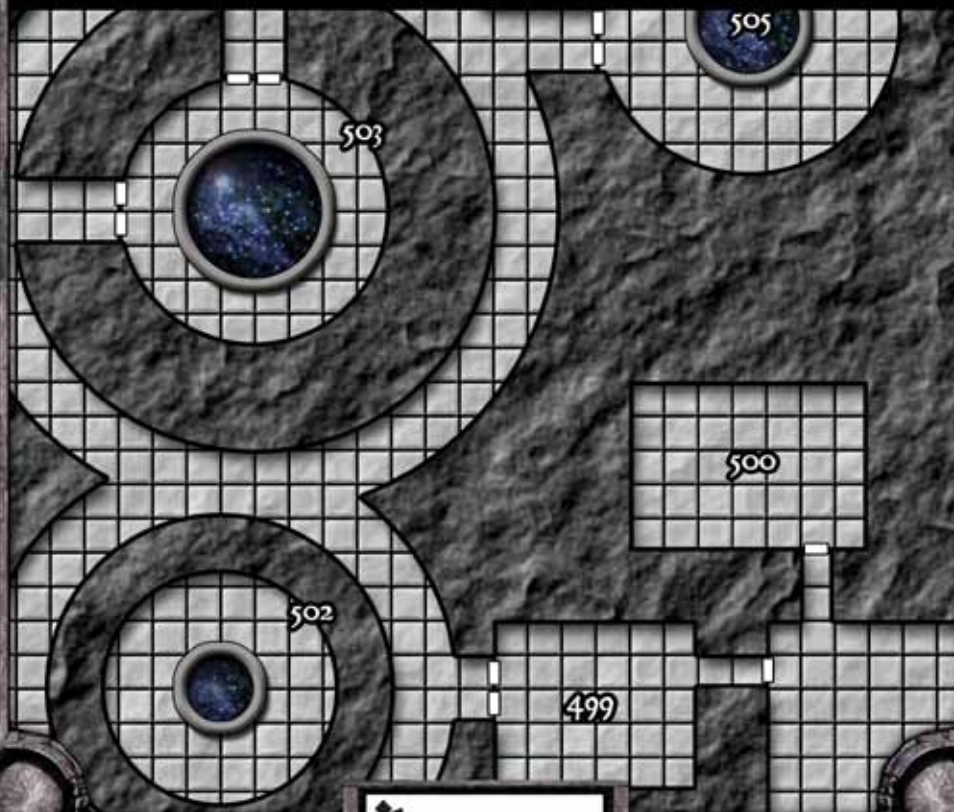


# DUNGEON A DAY

## DRAGON'S DELVE LEVEL The Tomb of NIBUL



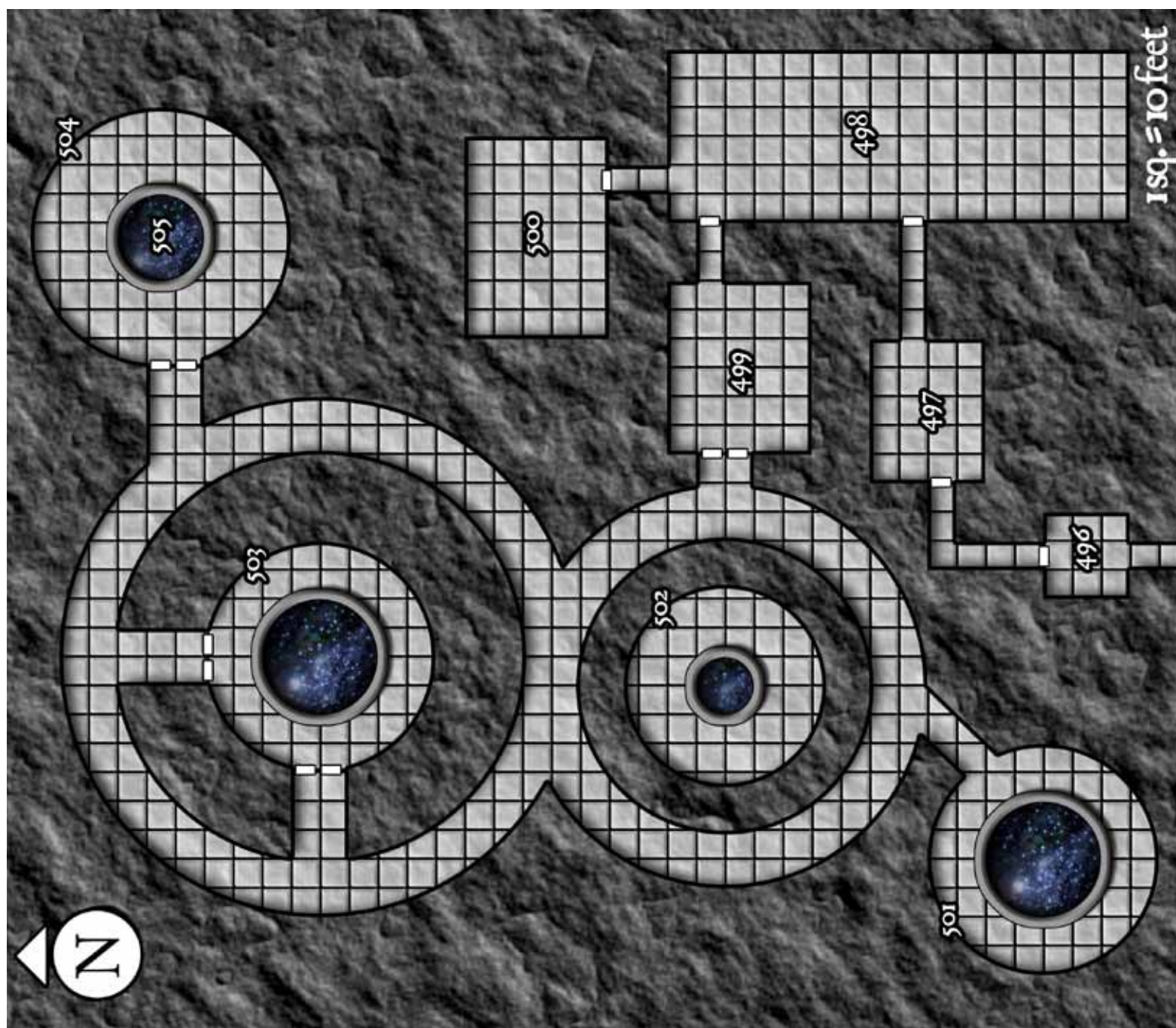
**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

## TABLE OF CONTENTS

Level Map .....	2
Room 496.....	4
Room 497.....	6
Room 498.....	11
Room 499.....	14
Room 500.....	19
Room 501.....	22
Room 502.....	23
Room 503.....	25
Room 504.....	29
Room 505.....	31
Appendices	
A: Monsters & NPCs	36
B: Magic & Feats ...	47
C: Handouts.....	49
D: Glossary.....	52

# DRAGON'S DELVE

# THE TOMB OF NIBUL





# THE TOMB OF NIBUL

The lower levels of the Dragon's Delve are a complex structure, with magic passageways and hidden tunnels intersecting with the more obvious network of rooms and stairwells, not to mention the chambers holding two gods. The Tomb of Nibul is a side area, existing partly in normal space within the material plane, and partly in the extradimensional area of the wendways. It serves as a bridge from level 16 to level 18, and thus players may skip the tomb entirely if they wish (or if they don't happen to find it), or use it as a route to bypass level 17.

Created by Metterak himself more than 500 years ago to honor--and neutralize--a fallen foe, the tomb sits outside the normal paths running from the Upper Reaches to the lair of the Dragon Prince himself. It holds the last vestige of the being known as Nibul of the Seven Arches, as well as numerous tortured spirits, and one amazing secret.

**Background:** Nibul of the Seven Arches was a powerful demi-mortal being that had learned the secrets of controlling divine power without worshiping the gods, and planned on continuing his research until it allowed him to become a god. In many ways, Nibul was a dark shadow to Azassarah, the legendary being known as the Red Saint, though Nibul's interests were more selfish (but not necessarily evil).

Nibul believed that to ascend into divinity, a mortal must pass through twelve Arches of Transition, each a trial or mystic

accomplishment rather than a physical doorway. At the time of his death Nibul had successfully passed seven of these arches, making him a creature more than halfway down the path of divinity--something more than mortal, if not yet a demigod. In particular Nibul had discovered the secret of wending, a form of teleportation which bypassed the normal arcane protections used by spellcasters to guard their lairs from planar assault.

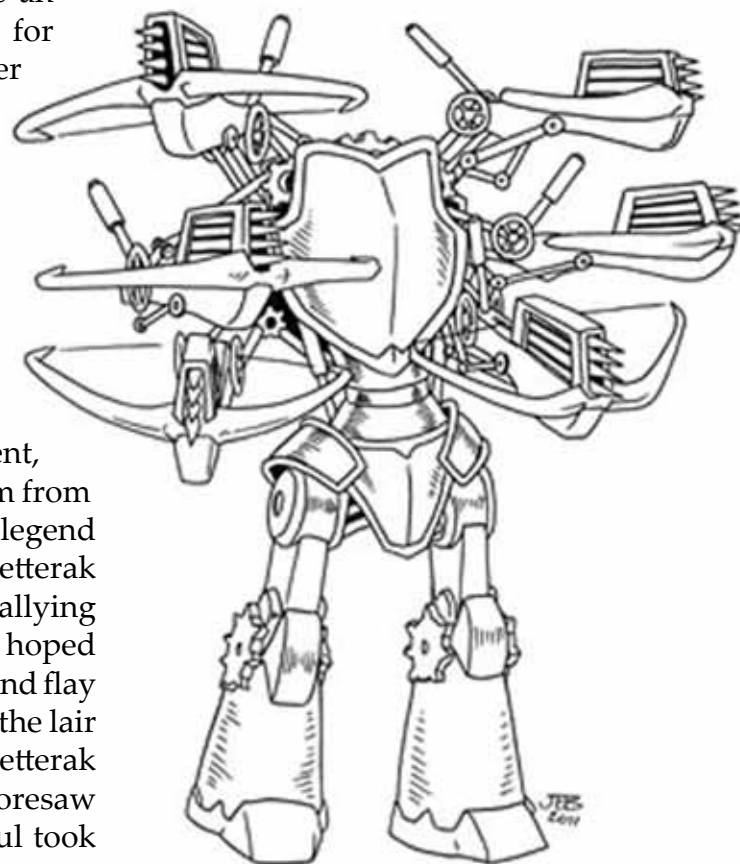
The Eighth Arch required Nibul to create a scroll, the deosorium, that would describe what his existence as a god would entail. If finished, the deosorium would be an artifact, granting Nibul the power for his spells and magic to affect other artifacts and to be immune to most non-artifact magics. While he would still have lacked the full power of a god, the spells of Nibul of the Eight Arches would have had the power and immunities of a deity's will.

However, all of Nibul's efforts to create the deosorium failed. After years of research he concluded the materials he had used were insufficient, and he needed to create special vellum from the hide of a great dragon. Consulting legend and divination alike, Nibul chose Metterak as the source of that hide. After allying himself with Lord Saral, whom he hoped had the weapons skill needed to slay and flay an ancient dragon, the pair assaulted the lair of Metterak. In their final battle, Metterak nearly slew Lord Saral, and Nibul foresaw defeat. In an act of desperation, Nibul took

himself and the Dragon Prince away from the battle by wending, without giving any thought to a destination. This resulted in the creation of the wendways, and also became the site of Nibul's death, for alone he was unable to defeat Metterak, though he came closer than any being before or since.

Lord Saral fled the lower levels, though in the end his retreat would not save him (see the Song of Azassarah for more information on Lord Saral's fate).

Metterak recognized the newly-created wendways as a threat to his lair's security, and sought to seal them off forever. He



created the Tomb of Nibul to honor his fallen foe, in the belief Nibul was close enough to godhood his spirit had to be appeased. The dragon bound the wendway-space used by the tomb to the stone of the Delve, to ensure he could check up on it from time to time, and used powerful magics and the spirits of those he'd defeated in battle to serve as guardians within it. Then, the Dragon Prince saw to it the lower levels of the complex were properly guarded (see the Halls of Hunger).

**Access to the Tomb:** The Tomb of Nibul can be accessed one of two ways. First, the hallway leading to area 496 is hidden behind the secret door in area 434. This is, in fact, one reason Shakaran Titanslayer chose that room to be his dojo, before he turned himself into The Thing That Was Once Shakaran, so he would be free to explore the tomb and see if it held secrets he could use to become a god himself. When Lissandera created a pocket dimension to trap the remains of her old confederate, she used the dimension-bending powers of the tomb to power it. As a result, it's not possible to find the tomb until The Thing That Was Once Shakaran Titanslayer is dealt with. If the secret door is closed, then opened again, it reveals the hallway leading into area 496.

Second, because the tomb of Nibul actually rests within the wendways, a GM can have any trip through the wendways take a wrong turn and dump characters in area 496 directly. In this case the characters should still be able to walk back out of the hallway, through the secret door, into area 434.

**Design Note:** While the Tomb is intended to work as a side-trek (or a really massive 'Revisit' entry for area 434), GMs looking for a way to bypass any of the lower levels of the Delve (such as Level 17, some of whose encounters might be too non-heroic for some campaigns), or whose players refuse to follow some normal route, or just to shake things up, can move it to bridge any two (or more) lower levels, or even as an alternate route out of The Secret City. The tomb is an emergency-valve to access to the lower levels of the Delve, and while we've put it in The Fourfold Keep, GMs can move it around as needed.

If used for characters lower than 17th level, the GM may add an "Aura of Rebellion" within the tomb, giving PCs a morale bonus to attack rolls, damage rolls, caster level checks, skill checks and saving throws, with the value of the bonus being +1 for every level the characters are below 17th. If it is used for higher-level characters, an "Aura of Lamentation" can be used instead, placing a penalty to the same categories equal to -1 for every level a character is above 17th. Either aura would exist as one of the strange and inexplicable magic effects of the Delve itself.

Even with these modifications, it's probably not a good idea to use the Tomb of Nibul for characters below 14th level or above 20th, as the monsters and traps just won't scale properly.

**Wendways:** Anyone who has been within the wendways recognizes that each area of the tomb is connected to them. However until a character has touched the Fountain

of Passageways in area 504, it is not possible to use the wendways to enter or leave anyplace within the tomb.

There are 10 encounters (in 9 areas) in the Tomb of Nibul. There are no random encounters in the Tomb of Nibul.

## 496. THE VAULT OF WARNINGS (EL 7)

**Summary:** The antechamber of the Tomb of Nibul is covered in warnings ancient (and more recent), and a teleportation ward designed to ensure intruders can't see where they are going.

**Sights and Sounds:** The chamber is dark and initially quiet. If the PCs have an adequate light source, they see the following.

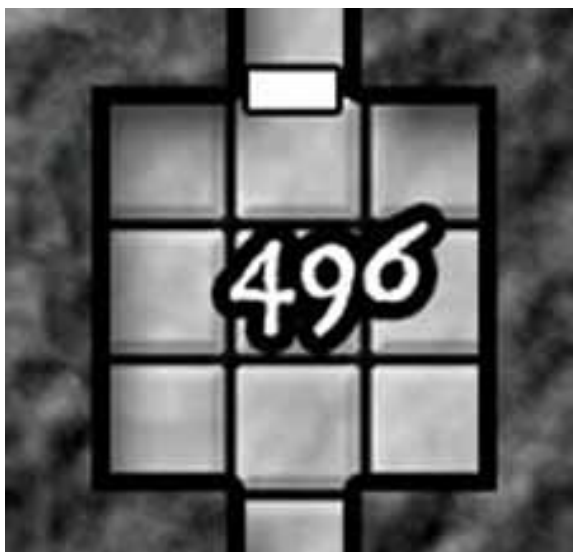
*A long corridor stretches ahead of you, made of smooth, polished black stone. Veins of cream color streak through the material like a fine marble, and reflective points are scattered throughout the material. The effect is much as if this stone was cut from the night sky itself, with clouds and stars form its patterns.*

Once the PCs have entered the vault itself, more is revealed.

This cubical chamber is covered in writing, scrawled across the stone in chalk, bolted above the far door in a heavy bronze plaque, and carved into the walls and ceiling in letters of a dozen languages in letters ranging in size from the width of a finger to the length of spear-shafts.

**Secondary Sights and Sounds:** Roughly every ten minutes, groans of obvious pain





and misery can be faintly heard echoing down the corridor from area 497. If no noise is being made within the Vault of Warnings, the moans are easily heard, but if the normal work of adventurers is going on (casting spells, searching for secret doors, etc.) it requires a DC 20 Listen check to notice them. In either case, a DC 25 Listen check also reveals the sounds are clearly coming from a woman, and are not an illusion.

**Background:** This is the only room of the Tomb of Nibul that the Dragon Prince ever intended for anyone to have access. The bronze plaque above the north doors out of the room holds the Main Epitaph, honoring Nibul of the Seven Arches. Metterak also arranged for several warnings in the languages he thought of as “important” (abyssal, celestial, and draconic) to be carved into the walls of the vault. Over the centuries other explorers, ranging from the Mages Four to adventurers much like the

PCs, have made it this far and left their own additions in chalk and carved runes.

**The Main Epitaph:** Located directly above the door in the northern wall is the Main Epitaph.

*Here Lies Nibul,  
also titled Of The Seven Arches  
Lord of the Wend  
and Keeper of the Twelve Sigils  
Faithful Companion to Lord Saral  
And Honored Foe of the Dragon Prince  
May His Rest Never Be Disturbed  
Nor His Memory Ever Inspire  
Other Fools to Follow His Path  
Know That While You Look Upon His Tomb,  
You May Never Enter It*

**Other Warnings:** The following warnings are carved in the walls of the vault at several locations in abyssal, celestial, draconic, and infernal. All these were placed at Metterak’s command.

*“Angel, Demon or God Yourself,  
Be Warned, No Creature May Pass Deeper  
Within Lest He Incur  
the Wrath of the Dragon Prince.”*

*“Those Who Once Opposed Me Serve In  
Eternal Guardianship  
Of the Tomb of the One Entity  
that Challenged Me.  
They Are Denied Eternal Rest.  
Do Not Share Their Fate.”*

*“Wend Not, Want Not.”*

*“Know all Ye Who Revere the Dragon Prince,  
This Place is Protected.  
No Trespass Shall Be Forgiven.”*

*“Leave What You May To Honor the  
Unmortal Nibul. But Leave.”*

There are also warnings in other languages, added by those who have been to the tomb in the centuries since its creation. Some are crudely carved (clearly not as professional a job as those left at Metterak’s command), while some are just written in chalk or paint. Each of these warnings lists what language it’s in.

*“We can not get out. We can not get out.  
They are coming.” (Abyssal)*

*“No sea nor stream formed these fountains.”  
(Aquan)*

*“The world is hollow,  
and I have touched the sky.” (Auran)*

*“No gods within.” (Celestial)*

*“Twelve of us came here. Eight gained entry.  
Only we two are left. And I’m going to kill her,  
to keep this failure secret.” (Common)*

*“If you have come to rescue the Horned Man, it  
is too late. His spirit is enslaved to this place.”  
(Druidic)*

*“Tunneling through does not work. Also, the  
elf-mating rock is useless outside” (Dwarven)*

*“Do not set up a fall-back here. Your camp will  
disappear when you leave it.” (Elven)*

*“Krog dead.” (Giant)*

*“Can’t move on. Shouldn’t go back.  
I’m going home.” (Gnomish)*

*“Krog Two-Head brought the Death’s Grin  
tribe here, to drive us forth and clear this  
accursed place. Remember us.” (Gnoll)*

*"I hear screaming. Always, screaming. This isn't fun anymore." (Halfling)*

*"Fire does not slow them, but they don't breathe poison gas, either." (Ignan)*

*"She promised to show me how to become a god. It was a bad deal. I'm sorry." (Infernal)*

*"Neither blade nor spell can harm the unliving shield-men." (Orcish)*

*"The pastry is a deception." (Sylvan)*

*"The walls are not stone, the floor not earth, and at night our work is undone." (Terran)*

*"Had hoped this was a test for the Dragon Prince to see who had the will to oppose him, so as to be worthy of alliance. It is not." (Undercommon)*

**Nightstone:** The vault, and the entire tomb of Nibul, is made of nightstone. This mystic material exists halfway between the extradimensional space of the wendways, and the material plane. If any is taken out of the tomb, it turns into air. If it is damaged within the tomb, it fully repairs itself at the following midnight.

**The Teleport Barrier:** The main epitaph's warning is a literal one. Any character that passes through the doorway out of area 496, to proceed down the hallway to area 497 activates the tomb's teleport barrier and is immediately teleported back to the entrance hall leading into area 496. (Any character entering the tomb through any means, including teleportation, traveling to other planes, or tunneling through the walls, also runs afoul of the teleport barrier and is teleported back to the entrance hall.)

However if a character cannot see (due to blindness, covering his eyes, or being in darkness) he has no senses to penetrate and this effect does not occur. Metterak wished to make sure his agents could check on the tomb to ensure Nibul remained dead (not a sure thing when dealing with entities of his power level), but wanted to keep others out. Thus the warning of the epitaph "while you look upon it," the teleport barrier ensures creatures who do not know the secret of the teleport barrier can not enter, but the dragon prince's agents have easy and safe access.

The teleport barrier acts as a 9th-level spell, cast at 20th-level of effect. It is actually emanating from the Fountain of Essence in area 501. Any effort to overcome the teleport barrier (as with mage's disjunction, an antimagic field, dispel magic, wish or similar effect) requires the character attempting to overcome the barrier make a caster level check with a DC of 1d20 +20 (based on the 20th caster level of the tomb's effect). On a successful check, the teleport barrier is neutralized for 1d6 minutes. Characters who enter the tomb during this time are free to move around it even once the barrier returns, unless they leave the tomb and attempt to re-enter.

The teleport barrier has one secondary function. If an object is left unattended in the Vault of Warnings, one hour after all other creatures have left the object is teleported to area 500.

**Upping the Ante:** If a group is having too easy a time in the Delve overall, the tomb's teleport barrier can be made more deadly

by having it also effect anyone who sets it off with a disintegrate, cast at 15th-level.

**Connections:** The area connects to area 434 and area 497. See the Map of The Tomb of Nibul.

**Pathfinder Conversions:** The Listen checks under "Secondary Sights and Sounds" become Perception checks. The warning in dwarven is also repeated in aklo. Otherwise, no further modifications are needed to run this encounter using Pathfinder.

## 497. THE KILLING GROUND (EL 17)

**Summary:** This is the first line of guardians of the tomb, four golems built solely for this purpose, their designs used nowhere else. You will need the Bronze Cranequinier Illustration handout (see Appendix C).

**Sights and Sounds:** This room is dark until illuminated by the PCs. If they have an adequate light source, they see the following.

*Made of the same night-sky marble as the rest of the tomb, even the slightest sounds echo off the hard surfaces of this long room. A single ten-foot wide, ten-foot tall hallway leads off the to east. Standing in front of the hallway are four large metal men. The two in front have enormous shields build into their arms. The two in back each spout six crossbows from limbs made of gears and complex leavers. As these figures move, the sounds of clockwork reverberate loudly off the walls.*

**Background:** The threats in the killing ground come in the form of two sets of golems, each set made up of one bronze cranequinier, and one rook. Once, these



constructs could be deactivated with command amulets Metterak possessed. When the Mages Four took over much of the Delve, the Dragon Prince destroyed the amulets to ensure they would never fall into the mages' hands. Now the golems attack any creature that enters area 497. They do not, however, enter area 496 or area 498, or attack creatures in those areas.

The bronze cranequiniers move only if there is some obvious reason they need to do so (get around a wall of stone to establish line of sight to targets, or move out of an ice storm, or get away from a melee combatant who is dealing significant damage), but for the most part prefer to stand in one place and make full-attack routines. When deciding who to shoot they go with: 1. A foe they can attack without moving or suffering major penalties; 2. The nearest foe; 3. The last creature to harm them if multiple foes are at the same range. The bronze cranequiniers do not concern themselves with rooks when deciding where to move.

The rooks are somewhat more complex in their movements. Their number one priority is to move adjacent to the closest bronze cranequinier that doesn't already have a rook next to it. After that, to move between a bronze cranequinier and the nearest foe (without moving away from the bronze cranequinier the rook is guarding). When selecting a foe, a rook always goes 1: for a target within melee range damaging a bronze cranequinier, 2: for a foe with melee weapons. A rook never moves away from a bronze cranequinier to attack a target, though a rook will ready to attack the first foe that moves within range, if there's no target they can reach.

If a rook is not adjacent to a bronze cranequinier, and there isn't a bronze cranequinier without a rook adjacent to it, the cranequinier-less rook simply charges the nearest foe and attacks it until it dies, or a situation arises where a bronze cranequinier does not have an adjacent rook.

**It's a Trap!:** It's worth noting that even though they are written as monsters, both the bronze cranequiniers and rooks qualify as traps for spells and abilities that key off traps. For example, the AC bonus from the trap sense class ability applies to attacks made by bronze cranequiniers and rooks.

As a result, both types of threat are also vulnerable to Disable Device attempts. While it is not possible to disable the workings of the golems themselves (they remain animate magic creatures), it is possible to disable their crossbows and shields, rendering them

harmless. A DC 38 Disable Device check made as a full-round action (or 2 rounds of standard actions) can disable a set of three crossbows on a bronze cranequinier, or one shield on a rook. (For Pathfinder, increase the skill check to DC 45).

A Disable Device check that fails by 5 or more on a bronze cranequinier results in the character immediately being targeted by 3 ranged attacks. A Disable Device check that fails by 5 or more on a rook results in the character immediately being targeted by a shield crush attack. These attacks do not count as actions for the golems, as they are the disabling-character's own fault.

**Bronze Cranequinier:** This golem has a roughly humanoid body made from bronze. Its form has no head, and rather than two arms it possesses six, each ending in a Large heavy repeating crossbow rather than a hand. The arms are connected to the body by a complex arrangement of gears and leavers. A bronze cranequinier is 10 feet tall and weighs about 4,500 pounds. It cannot speak or make any vocal noise, and smells slightly of fresh oil and hot metal. It moves with a ponderous but smooth gait. Show the players the Bronze Cranequinier Illustration handout (see Appendix C).

**Bronze Cranequinier (Neutral) CR 13**  
Large Construct

**HD** 18d10+30 **hp** 129

**Init** -1 **Speed** 20 ft.

**Armor Class** 30 (-1 size, -1 Dex, +22 natural), touch 8, flat-footed 30



**Base Attack/Grapple** +12/+28

**Attack** +23 ranged (2d6+5, repeating crossbow)

**Full Attack** +23/+23/+23/+23/+23/+23 ranged (2d6+5, repeating crossbow)

**Space/Reach** 10 ft./10 ft.

**SA** Volley **SQ** Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision, see invisibility

**Fort** +6, **Ref** +5, **Will** +6

**Str** 33, **Dex** 9, **Con** --, **Int** --, **Wis** 11, **Cha** 1

**Skills:** --

**Feats:** --

**Combat**

**Arcane Crossbows (Su):** The bronze cranequinier does not need to take time to reload its six arcane crossbows. Through the gearwork of its arms they automatically reload themselves each round. New ammunition is conjured to keep the cases of the crossbows full (when destroyed, each crossbow has 5 large masterwork repeating crossbow bolts). Because the crossbows are part of the golem itself, its Strength score is used to determine how hard and accurately they hit, allowing it to add its Strength to attack rolls (rather than Dexterity), and half its Strength score to damage rolls (like a light thrown weapon). Also, it does not suffer attacks of opportunity from making ranged attacks.

The six repeating crossbows of a bronze cranequinier can be sundered. Each has the same AC and DR as the bronze cranequinier

itself, and requires 20 hit points to destroy. This damage is separate from the hit points of the bronze cranequinier, destroying its crossbows leaves the creature essentially harmless, but does not reduce the golem's own hit point total.

**Immunity to Magic (Ex):** A bronze cranequinier is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that changes the bronze cranequinier's move rate (such as slow)--but not effects that simply create difficult terrain--causes its interior gears to misconnect and bind, stunning it for 1 round.

A magical attack that deals (Acid) damage heals a bronze cranequinier for 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, the excess hit points are lost.

**See Invisibility (Sp):** Bronze cranequiniers constantly see invisibility, as the spell.

**Volley (Ex):** As a full-round action, a bronze cranequinier can fire each of its crossbows three times, for a total of eighteen attacks. No more than six of these attacks can be directed at a single target. It can do this once every 2d4 rounds.

**Construction:** A bronze cranequinier's body is sculpted from 4,500 pounds of pure bronze, combined with six size Large masterwork repeating crossbows, and then polished with

rare tinctures and admixtures costing at least 5,000 gp. Assembling the body requires a DC 30 Craft (armorsmithing) check.

**CL** 16th; **Craft** Construct, **Weapon Focus** (any crossbow), *animate objects*, *magic missile*, *major creation*, *stoneskin*, caster must be at least 16th level; **Price** 150,000 gp; **Cost** 80,000 gp + 5,600 XP.

**Rook:** This golem has a roughly humanoid body made from pewter. Its forearms have massive built-in tower shields, and it possesses no hands. A rook is 13 feet tall and weighs about 6,000 pounds. It cannot speak or make any vocal noise, and gives off a faintly metallic scent. It moves with sudden jerks, seeming to constantly be in danger of pitching itself sideways, but has broad feet that keep it remarkably stable.

**Rook (Neutral) CR 13**

Large Construct

**HD** 18d10+30 **hp** 129 **Init** +3 **Spd** 30 ft.

**Armor Class** 34 (-1 size, -1 Dex, +4 shield, +22 natural), touch 8, flat-footed 34

**Base Attack/Grapple** +12/+28

**Attack** +23 melee (1d10+16, shield ram)

**Full Attack** +23/+23 melee (1d10+16, shield ram)

**Space/Reach** 10 ft./10 ft.

**SA** Shield ram

**SQ** Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, improved initiative, low-light vision, see invisibility, stable, towering shieldman

**Fort** +6, **Ref** +5, **Will** +6



**Str 33, Dex 9, Con --, Int --, Wis 11, Cha 1**

**Skills:** --

**Feats:** --

**Combat**

**Immunity to Magic (Ex):** A rook is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals (Cold) damage causes the rook to be slowed (as the spell) for 1d4 rounds.

A magical attack that deals (Fire) damage softens the pewter hide of a rook. The increased flexibility causes it to act as if hasted, but also reduces its damage reduction by 1 point for every level of the fire effect. The change lasts for 1d6 rounds, or until it takes (Cold) damage.

**Improved Initiative (Ex):** The sudden, jerky movement of a rook gives it the same benefits as the Improved Initiative feat, a +4 bonus to initiative checks.

**See Invisibility (Sp):** Rooks constantly see invisibility, as the spell.

**Shield Ram (Ex):** All a rook's attacks are made by ramming foes with its shield-arms. In addition to dealing damage, every successful attack qualifies as a bull rush. A rook does not provoke an attack of opportunity for making this special bull rush, and if it wins the opposed Strength check, the foe is pushed back 5 feet further than normal and knocked prone. A rook's Strength check for a bull rush is 1d20 + 15.

**Stable (Ex):** The design of a rook makes it extraordinarily stable. It gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

**Towering Shieldman (Ex):** A rook is built to defend other creatures, and each is assigned a type of creature it seeks to defend. The heavy armor and enormous shields of a rook allow it to grant cover to one adjacent creature, as well as reduce the damage that creature takes from area effects by 50%.

**Construction:** A rook's body is sculpted from 6,000 pounds of pewter, two masterwork tower shields, etched with defensive runes using magic acids costing at least 5,000 gp. Assembling the body requires a DC 30 Craft (armorsmithing) check.

CL 16th; Craft Construct, proficiency with the tower shield, *acid arrow*, *animate objects*, *haste*, *mage armor*, *shield*, caster must be at least 16th level; Price 150,000 gp; Cost 80,000 gp + 5,600 XP.

**Upping the Ante:** There's no intrinsic reason you can't just keep adding bronze cranequiniers and rooks to beef up this encounter, though practically speaking a 40-foot by 50-foot room only has space for so many Large foes. A third bronze cranequinier & rook team should have plenty of room, but after that a different solution is likely in order. If your players have a lot of heavy-hitting melee characters, you might consider giving each bronze cranequinier a

constant repulsion, as the spell (caster level 13). If their major damage-dealers are ranged combatants, adding Snatch Arrow to each rook and allowing it to be used to protect an adjacent bronze cranequinier should make things tougher. Each of these options would boost the EL by +1 more.

If the PCs depend on spells to overcome most fights chances are you don't need to up the ante here, even if you do elsewhere. Golems are tough enough on spellcasters as it is--brand new forms of golems are even rougher.

**Connections:** The area connects to area 496 and area 498. See the Map of The Tomb of Nibul.

**Pathfinder Conversion:** Use the Pathfinder versions of the bronze cranequinier and the rook, as described below. Otherwise, no further modifications are needed to run this encounter using Pathfinder.

## Pathfinder Stats

### BRONZE CRANEQUINIER CR 13

Large Construct (Neutral)

**Init** -1; Senses Perception +0 (darkvision 60 ft., low-light vision, see invisibility)

## DEFENSE

**AC** 30 (-1 size, -1 Dex, +22 natural), touch 8, flat-footed 30

**hp** 129 (18d10+30)

**Fort** +6, **Ref** +5, **Will** +6

## OFFENSE

**Spd** 20 ft.

**Ranged** +23/+23/+23/+23/+23/+23  
ranged (2d6+5, repeating crossbow)

**Space/Reach** 10 ft./10 ft.

**SA** Volley

**SQ** Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision, see invisibility

## STATISTICS

**Str** 33, **Dex** 9, **Con** --, **Int** --, **Wis** 11, **Cha** 1

**Base Atk** +12; **CMB** +24; **CMD** 33

**Skills** --

**Feats** --

**Combat**

**Arcane Crossbows (Su):** The bronze cranequinier does not need to take time to reload its six arcane crossbows. Through the gearwork of its arms they automatically reload themselves each round. New ammunition is conjured to keep the cases of the crossbows full (when destroyed, each crossbow has 5 large masterwork repeating crossbow bolts). Because the crossbows are part of the golem itself, its Strength score is used to determine how hard and accurately they hit, allowing it to add its Strength to attack rolls (rather than Dexterity), and half its Strength score to damage rolls (like a light thrown weapon). Also, it does not suffer attacks of opportunity from making ranged attacks.

The six repeating crossbows of a bronze cranequinier can be sundered. Each has the same CMD and DR as the bronze cranequinier itself, and requires 20 hit points to destroy. This damage is separate from the hit points of the bronze cranequinier,

destroying its crossbows leaves it essentially harmless, but does not reduce the golem's own hit point total.

**Immunity to Magic (Ex):** A bronze cranequinier is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that changes the bronze cranequinier's move rate (such as *slow*)--but not effects that simply create difficult terrain--causes its interior gears to misconnect and bind, stunning it for 1 round.

A magical attack that deals acid damage heals a bronze cranequinier for 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, the excess hit points are lost.

**See Invisibility (Sp):** Bronze cranequiniers constantly see invisibility, as the spell.

**Volley (Ex):** As a full-round action, a bronze cranequinier can fire each of its crossbows three times, for a total of eighteen attacks. No more than six of these attacks can be directed at a single target. It can do this once every 2d4 rounds.

**Construction:** A bronze cranequinier's body is sculpted from 4,500 pounds of pure bronze, then combined with six size Large masterwork repeating crossbows, and polished with rare tinctures and admixtures costing at least 5,000 gp. Assembling the body requires a DC 30 Craft (armorsmithing) check.

CL 16th; Craft Construct, Weapon focus (any crossbow), *animate objects*, *magic missile*, *major creation*, *stoneskin*, caster must be at least 16th level; Price 150,000 gp; Cost 75,000 gp

## ROOK CR 13

Large Construct (Neutral)

**Init** +3; Senses Perception +0 (darkvision 60 ft., low-light vision, see invisibility)

## DEFENSE

**AC** 34 (-1 size, -1 Dex, +4 shield, +22 natural), touch 8, flat-footed 34

**hp** 129 (18d10+30)

**Fort** +6, **Ref** +5, **Will** +6

## OFFENSE

**Spd** 30 ft.

**Melee** +23/+23melee (1d10+16, shield ram)

**Space/Reach** 10 ft./10 ft.

**SA** Shield ram

**SQ** Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, improved initiative, low-light vision, see invisibility, stable, towering shieldman

## STATISTICS

**Str** 33, **Dex** 9, **Con** 0, **Int** 0, **Wis** 11, **Cha** 1

**Base Atk** +12; **CMB** +24; **CMD** 33 (37 against bull rush and trip)

**Skills** -

**Feats** -

**Combat**

**Immunity to Magic (Ex):** A rook is immune to any spell or spell-like ability that allows



spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold damage causes the rook to be slowed (as the spell) for 1d4 rounds.

A magical attack that deals fire damage softens the pewter hide of a rook. The increased flexibility cause it to act as if hasted, but also reduce its damage reduction by 1 point for every level of the fire effect. The change lasts for 1d6 rounds, or until it takes cold damage.

**Improved Initiative (Ex):** The sudden, jerky movement of a rook gives it the same benefits as the Improved Initiative feat, a +4 bonus to initiative checks.

**See Invisibility (Sp):** Rooks constantly see invisibility, as the spell.

**Shield Ram (Ex):** All a rook's attacks are made by ramming foes with its shield-arms. In addition to dealing damage, every successful attack qualifies as a bull rush. A rook does not provoke an attack of opportunity for making this special bull rush, and if its CMB check is successful, the foe is pushed back 5 feet further than normal, and knocked prone.

**Stable (Ex):** The design of a rook makes it extraordinarily stable. It gains a +4 bonus to its CMD against bull rush and trip maneuvers.

**Towering Shieldman (Ex):** A rook is built to defend other creatures, and each is assigned a type of creature it seeks to defend. The

heavy armor and enormous shields of a rook allow it to grant cover to one adjacent creature, as well as reduce the damage that creature takes from area effects by 50%.

**Construction:** A rook's body is sculpted from 6,000 pounds of pewter, two masterwork tower shields, etched with defensive runes using magic acids costing at least 5,000 gp. Assembling the body requires a DC 30 Craft (armorsmithing) check.

CL 16th; Craft Construct, proficiency with the tower shield, acid arrow, *animate objects*, *haste*, *mage armor*, *shield*, caster must be at least 16th level; Price 150,000 gp; Cost 75,000 gp.

## 498. RAIDERS OF THE LOST ARCH (EL 17)

**Summary:** Four demons torture a guardian ghost in an effort to find the legendary Eighth Arch.

**Sights and Sounds:** The room is at least sixty feet tall, and runs easily a hundred fifty feet north-to-south. The floor is scattered with bits of rags, broken and yellowed bones, and rusting bits of twisted metal. There is a strong smell of mildew and brimstone. There are two doors on the west wall--one in the middle of the wall and one near the northern end--and a short corridor from the north wall that leads to another door.

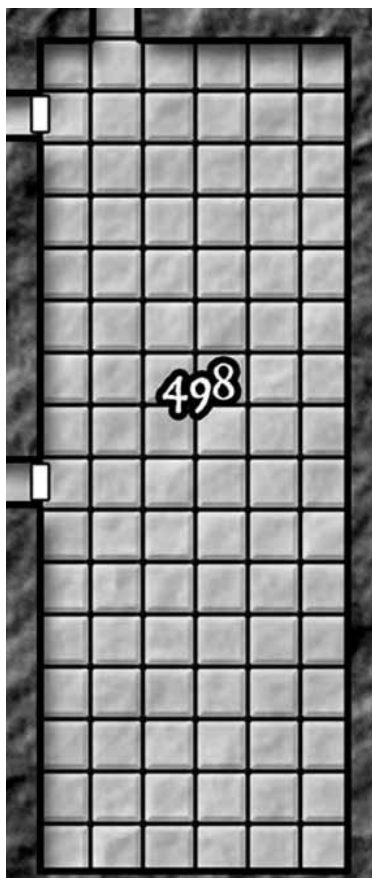
**Additional Sights and Sounds:** If the PCs linger outside this area, or approach it only as a result of hearing the sound of pain in area 497, you may wish to add the following.

*The sounds of a woman's voice crying out in pain and despair fills this vast chamber.*

**Background:** This room was originally where Metterak recuperated after his battle with Nibul of the Seven Arches, and later it was his secondary lair as he oversaw construction of the tomb itself. Since it's an otherwise empty area, it's also traditionally where the spirits that have been forced to guard the tomb generally gather to talk to each other, the only real form of entertainment they have.

Now, however, only one spirit is within the area, the ghost of Gaitha the Spear Maiden--a warrior who accompanied Nibul and Lord Saral into Dragon's Delve, and died in their confrontation with Metterak. Gaitha has been captured by four demons (two glabrezu and two nalfeshnee), and is being tortured by them.

The four demons have been exploring the tomb, for they believe the secret of the Eighth Arch--a step toward godhood--lies within. Such a secret would be a powerful bribe for mortal spellcasters seeking immortality but not wishing to become liches. As it happens the secret does not truly dwell within the tomb, because Nibul never managed to complete that step, but the demons have yet to find the inner chamber of the fountain of Seven Arches (area 502) and are thus convinced the secret lies with the body of Nibul, which they have not found. Worse (for them), they contracted a curse by stealing tribute from area 500. The curse they are suffering is particularly rare--partial insubstantiality known as "the



wends" (see below).

**The Demons:** The room is currently inhabited by four demons who spend most of their time torturing the ghost of Gaitha the Spear Maiden.

The glabrezu demons are two females, Ylka and Seliliah. The Nalfeshnee are two males, Mathiselfar and Pemisazas. The four demons have worked

together for centuries, working to lure powerful mortal spellcasters into evil by promising them the power to become gods. This is part of a long-term plan of the two nalfeshnee to increase the spellcasting power available to the abyss. The glabrezu just want credit for winning souls to the side of evil. All four demons suffer from "the wends" (see below).

Through centuries of deal making, Seliliah and Ylka have gained the spell-like ability to use veil at will, but only on themselves. They wear the forms of comely female storm giants at all times.

Of course being demons, each of the four has its own agenda as well. The glabrezu Ylka is the lover to the nalfeshnee Mathiselfar, and the glabrezu Seliliah is the lover of the nalfeshnee Pemisazas. Ylka also wishes to kill Pemisazas, and Seliliah is hoping to tempt Mathiselfar to make a claim for the abyssal throne of Ylka's pit fiend patron. But those issues are more long-term goals, and aren't likely to come out in the face of a common enemy.

The demons have set up camp in this room, as they're not sure if they will be able to re-enter the tomb once they leave (they figured out the riddle in area 496, but are afraid it might change if they leave and come back) and want to base themselves in a large area for the comfort it allows. They found a warden's shield in area 500, and have used its force cage ability to capture one of the tomb's guardian spirits (Gaitha the Spear Maiden) and are using chaos hammer and unholy aura to torture her. Gaitha has long since been coerced into telling the demons the truth--the body of Nibul is not in the tomb, there is no secret of the Eighth Arch--but since the demons don't believe her, they continue to torture her.

**Seliliah (glabrezu):** hp 169

**Ylka (glabrezu):** hp 179

**Mathiselfar (nalfeshnee):** hp 158

**Pemisazas (nalfeshnee):** hp 193

**Tactics:** None of these demons are masters of subtlety when it comes to combat, but they do know enough to use "the wends" to their advantage (see below). When the

glabrezu are out of phase, they maneuver to be near spellcasters (or anyone else who isn't wearing much armor and doesn't look like a monk) then take full-attack routines on the rounds they are tangible. If they are attacked by a fighter that doesn't seem to be a paladin, they take time to target that character with a confusion.

The nalfeshnee also maneuver when out of phase, but also make sure to activate their smite supernatural ability as well, causing it to take effect when they become substantial again the next round. They also put up their unholy auras during their first round out of phase, then try to avoid making melee attacks so they keep the defensive benefit (using slow, feeblemind and call lightning, in that order to harry and harm their foes).

**Summoning:** These four demons aren't going to summon any other demons, even if that means they die here. They've gotten in over their heads and have no interest in news of their failure spreading through the abyss on the tongues of summoned hirelings. Since they are smart enough to take advantage of the effects of the wends, the EL of the encounter is not reduced by their unwillingness to call for help.

**The Wends:** This is a curse connected to the wendways, which can be contracted by stealing loot for area 500. It causes its victims to flicker in and out of reality. Those afflicted become entirely intangible every other round. On these rounds they can move, but cannot attack or affect the world around them. Likewise they cannot be attacked on these rounds, even by spells (including



force magic). While intangible, they do not provoke attacks of opportunity, so they can move where they wish, even through other creatures. However, they cannot pass through the nightstone walls of the tomb. Victims cannot control this ability in any way.

Rarely, the wends can also cause mutations in creatures born in or near Dragon's Delve. It is this affliction that changed the minotaur in area 113.

Because they all took part in stealing an item from area 500 (the warden's shield), all four demons are afflicted by the wends. Worse, though, is the coincidence that the glabrezu and nalfeshnee are out of cycle with each other. When the glabrezu are material, the nalfeshnee are intangible, and vice versa. This poses a serious inconvenience as they can therefore never interact physically, which is only exacerbated by the fact that the pairs were once lovers and are now denied physical congress.

**Gaitha the Spear Maiden:** Gaitha is a ghost gaurdian of the tomb. At the start of this encounter, she is trapped in a forecage and being tortured by the four demons in the chamber. If the PCs defeat these creatures, Gaitha will remain in the room, glaring defiantly at anyone remaining in the room.

If attacked or threatened, she refuses to talk further (she's seen how little good it did with the demons). If bargained with or treated well, she may offer to give some guidance to the PCs (Diplomacy check, DC 30), though particularly good treatment of her may get her to speak freely about the details of the tomb and its secrets.

Gaitha can tell the PCs she was a companion to Nibul of the Seven Arches, and she died in his battle with Metterak. The Dragon prince has bound her spirit here, and she cannot be freed (even by a wish) until Metterak is killed. She cannot discuss most of the defenses of the place (the magic of the tomb makes it impossible), but she can talk about other things such as:

- \* The room to the North is the Offerarium, where tribute from area 496 ends up. Nibul's spirit does not care about this tribute, but the room itself has a curse. If the PCs take anything from it, they must leave something as well. Value does not matter, just one object for each object taken. If they do not, a random curse will strike them.

- \* The spirit (but not body) of Nibul rests within the Fountain of Seven Arches. It is to the west, in a round room. There is no door into the main chamber with the fountain, so the PCs must tunnel, teleport, or find some other way through solid rock to reach it.

- \* You can't enter the tomb unless you close your eyes (in case the PCs used major magic to bypass the riddle in area 496).

- \* There are many ghost guardians, but they do not fight to protect the tomb. Instead they are tasked with repairing any broken trap, sorting the tribute, and generally keeping the place tidy. If the PCs leave the ghosts alone, they won't bother the PCs.

If asked about area 499, Gaitha seems nervous, and says only that is it The Sepulcher of Ka'Ret-Tem. She tells the PCs she can't tell them anything else (and she really can't).

**Treasure:** There is a warden's shield on the ground near Gaitha.

### Warden's Shield

This +3 *heavy steel shield* is appears to be made of silver and crystal. Once a day, on command, it can cast *forcecage* at the wearer's direction.

Strong evocation; CL 13th; Craft Magic Arms and Armor, *forcecage*; Price 45,500 gp; Cost 22,750 gp + 1,820 XP.

**Connections:** This room connects to areas 497, 499, and 500. See the Map of the Tomb of Nibul.

**Revisit:** If the PCs return to this room more than a day after killing one or more of the demons, it is inhabited by a pit fiend named Volgurak, and his twelve succubus minions. Volgurak wants to know who killed his faithful demon agents, and blames the PCs immediately upon seeing them.

**Pathfinder Conversion:** Use the Pathfinder versions of the demons. (Seliliah and Ylka do not need to add a veil ability, as their Pathfinder versions already have it.) Otherwise, no further modifications are needed to run this encounter using Pathfinder.

**Seliliah (glabrezu):** hp 179

**Ylka (glabrezu):** hp 189

**Mathiselfar (nalfeshnee):** hp 188

**Pemisazas (nalfeshnee):** hp 223

## 499. THE SEPULCHER OF KA'RET-TEM (EL 18)

**Summary:** An almost-undead dragon lairs here, waiting to destroy anyone foolish enough to bother it. You will need the Dracolich Illustration handout (see Appendix C).

*An acrid haze clings to the floor of this room, and the strong smell of burned stone and well-charred meat permeate the air. The ground is covered in crushed ash, though the occasional shape of a humanoid torso or bestial head can still be made out from some of the larger mounds of char. In the center of the room lies a huge dragon skeleton, flesh and bits of sinew still clinging to the bone. It glows from within as if a green bonfire burned within its ribs, and a roaring sound rises from its form.*

**Background:** When Nibul of the Seven Arches used his wending ability to pull Metterak into an extra-dimensional space for single combat, he did so knowing he had a secret weapon up his sleeve. With his demi-mortal status, and the secret ability to wend, Nibul had created a spell, wend of opposition (see below), that created a near-duplicate of one creature, that was the complete opposite of the target creature in every way. The instant Nibul had wended himself and the Dragon prince away, he cast this secret spell to create Ka'Ret-Tem, a dragon that was the opposed equal to Metterak. Nibul had hoped that, even with just a few seconds of existence and experience, Ka'Ret-Tem would turn the tide of the battle and allow Nibul to gain victory.

Such was not to be.

Later, when Metterak began the work of constructing this tomb, he discovered a sliver of the entity of Ka'Ret-Tem still in existence. Despite the spell's duration having ended long ago, the strange mix of the wendways, the near-divine power of both Nibul and the Dragon Prince, and perhaps even the workings of the Entropy engine combined to allow the nonexistent Ka'Ret-Tem to continue a partial life, as long as it remained within the tomb where it had briefly held a physical form. Metterak called upon considerable resources to bind Ka'Ret-Tem to the form of an undead dragon-thing, the punishment for daring to be something like great Metterak himself.

Ka'Ret-Tem's existence is one of constant existential and physical misery and pain. It is aware that it is a temporary simulacrum rather than a fully living creature, and is sanguine about the fact that it was always destined to wink out of existence after a relatively short time and, indeed, has already lived well beyond its intended time. Still, Ka'Ret-Tem clings to life and holds out hope that it may someday be granted full and real existence, so much so that it is unwilling to attempt leave the tomb, which would be an act of self-destruction (if the bindings of Metterak would even allow such a thing). It is bound to obey anyone who has a control amulet (which, like those for the golems in area 497, no longer exist) and attack any other creature on sight.

**Inhabitants:** Only on thing dares lair here, the massive and mighty non-entity,

Ka'Ret-Tem. Show the players the Dracolich Illustration handout (see Appendix C).

**Ka'Ret-Tem (Neutral) CR 18**

Huge Dragon (Fire, Undead)

**HD** 25d12+125 **hp** 287

**Init** +4 **Speed** 60 ft.

**Armor Class** 32 (2 size, +24 natural), touch 8, flatfooted 32

**Base Attack/Grapple** +12/+28

**Attack** Melee bite +32 (2d8+9)

**Full Attack** Melee bite +32 (2d8+9), 2 claws +30 (2d6+4), 2 wings +30 (1d8+4), tail slap +30 (2d6+13)

**Space/Reach** 20 ft./10 ft. (20 ft, bite only)

**SA** breath weapon, death gaze, frightful presence, spell-like abilities

**SQ** bound, fire subtype, undead subtype, dragon traits, undead traits, DR 10/cold iron, blindsight (120 ft.), keen senses, immunity to fire, immunity to electricity, resist acid 10

**Fort** +19, **Ref** +16, **Will** +17

**Str** 29, **Dex** 10, **Con** 21, **Int** 16, **Wis** 17, **Cha** 6

**Skills:** Bluff +28, Concentration +30, Diplomacy +28, Escape Artist +25, Listen +28, Scry +28, Search +28, Sense Motive +28, Spellcraft +28, Spot +28

**Feats:** Big Step (new), Combat Reflexes, Great Cleave, Multiattack, Power Attack, Cleave, Improved Initiative, Lightning Reflexes, Perfect Blow (new)

**Spell-Like Abilities:** At will speak with animals; 3/day endure elements (radius 80 ft); 1/day suggestion and control winds.



**Spells Known** (cast 6/7/7/7/6/4; as a level 11 sorcerer): 0--*detect magic, resistance, detect poison, read magic, dancing lights, ghost sound, mage hand, open/close, mending*; 1--*endure elements, mage armor, divine favor, cure light wounds, shield*; 2--*bull's strength, cat's grace, blur, endurance, fog cloud*; 3--*haste, dispel magic, protection from elements, slow*; 4--*spell immunity, dimension door, improved invisibility*; 5--*cloudkill, mind fog*.

**Bound (Su):** Ka'Rat-Tem is bound to the Tomb of Nibul. If it ever leaves these chambers, the semi-real dragon would cease to exist. Failing that, no matter how thoroughly it is destroyed, Ka'Ret-Tem reforms in this room after 2d4 days. Only the direct intervention of a god, or the death of Metterak, can prevent this.

**Breath Weapon (Su):** Cone of balefire, 50 feet long, every 1d4 rounds; damage 16d6, Reflex half DC 27. Damage is half fire damage, half force effect. All those in the area are also affected as by the area dispel option of a greater dispel magic spell (CL 20). Ka'Ret-Tem can use a cone of paralysis instead, forcing subjects who fail a Will save to be held (as hold person) for 1d6+8 rounds. Targets who are held get a new saving throw every round, as with hold person.

**Death Gaze (Su):** Death, range 30 feet, Fortitude DC 25 negates. Humanoids who die from this attack are transformed into bodaks 24 hours later. The save DC is Charisma-based.

**Frightful Presence (Ex):** Dragons can unsettle foes with their mere presence.

This ability takes effect automatically (radius 240 ft) whenever the dragon uses its breath weapon, attacks, charges, or flies overhead. A potentially affected creature (one with less than 25 HD) that succeeds at a Will save (DC 25) remains immune to that dragon's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with more than 5 HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

**Undead Subtype (Su):** Though Ka'Ret-Tem was never truly alive, and thus cannot truly be either dead or undead, his current state of eternally tormented semi-existence is closer to undeath than any other state. The monstrous creature, in addition to counting as a dragon, counts as an undead for purposes of all spells and abilities. Despite retaining his Constitution score, Ka'Ret-Tem has all the other normal traits and immunities of an undead--immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, and death effects. He is not subject to critical hits, nonlethal damage, ability drain, or energy drain, is immune to damage to its physical ability scores (Strength, Dexterity, and Constitution) and to fatigue and exhaustion effects, and has immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Ka'Rat-Tem is not at risk of death from massive damage, but when reduced to 0 hit points or fewer he is immediately destroyed. He is not affected by

raise dead and reincarnate spells or abilities and does not breathe, eat, or sleep.]

**Tactics:** Immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, critical hits nonlethal damage, ability or energy drain, physical ability score damage, most effects that require Fort saves, and fire damage, and possessing a death gaze, Ka'Ret-Tem does not normally have to be particularly careful with its tactics. Even so it is a dragon, and knows humanoids can be cunning.

Ka'Ret-Tem uses Big Step and Perfect Blow to his advantage (and remember with Combat Reflexes he can take an attack of opportunity even in the surprise round), moving close to foes and still taking full attack routines. Unless someone enters the room with an obvious spell effect (which he can make Spellcraft to identify), Ka'Ret-Tem waits until the second or third round of combat to use his balefire breath weapon. He then alternate between his two breath weapon types, using them as often as possible and coving as many foes as possible each time. He saves his own spellcasting for situations where he can't make a melee attack and his breath weapon is not yet recharged.

**The Twelve Arches of Transition:** If the PCs defeat Ka'Ret-Tem, they have passed one on the arches--the tasks that Nibul undertook to attain immortality and (hopefully) godhood. "Defeat a guardian created by a demi-mortal who has passed six of more arches" is one of the steps (in this case, Ka'Ret-Tem was created by Nibul, though

he never expected the creature to continue to exist for so long).

A few upcoming events (or possible events) in the lower levels of Dragon's Delve certainly qualify as additional Arches--freeing Glarias, killing Metterak, for example. Reaching 20th level also counts as an arch, so just by completing the Delve, a character can have passed 4 of the 12 arches. And after that, it's up to each individual GM to decide how close to godhood players should be allowed to get.

With the addition of "arches" spells (see "Treasure"), as GM you must be ready to answer player inquiries about how to pass more of the arches. There's nothing wrong with telling players that becoming gods is beyond the scope of your campaign, and that only a few arches will ever be available to them. Even information about what the latter arches are is likely outside the realm of mortal divination efforts (which you can explain the players before they waste time

casting commune or after, depending on your own whimsy). After all, you may wish to remind them, neither Nibul nor Metterak ever managed to attain full godhood--it's hard.

There's also nothing wrong with creating massive side-quests (along the lines of the creating the artifact scroll, deosorium, which Nibul tried unsuccessfully to create) to allow players to work on an arch as a long-term goal. Ultimately, it's a question of play style and what a given group of players becomes interested in. The Twelve Arches of Transition is a subject on which no further official advancement is going to be presented in Dungeonaday.com. Each GM can craft as many or as few arches challenges as desired, with no fear of conflict with official material.

**Treasure:** Searching through the destroyed corpse of Ka'Ret-Tem will reveal the burned and scorched remains of the Book of Five Arches--a back-up spellbook of Nibul's that survived him and was used as a focus by Metterak to bind Ka'Ret-Tem to the tomb. The book is badly damaged, but the following spells can still be made out: balefire, wend, wending of opposition, wending weapons. (These spells are described in the "New Spells" section below.)

## NEW FEATS

Ka'Ret-Tem never really existed, and he has combat techniques that never really existed. Now, in a bit of existential legerdemain, they do. Whether they continue to exist after Ka'Ret-Tem is destroyed, and whether other monsters can make use of them, is up to the GM.

## Big Step

The creature's size and long limbs let it shift a greater distance safely.

**Prerequisite:** Natural reach greater than 5-feet.

**Benefit:** When the monster takes a 5-foot step, it can actually move as far as it's natural reach.

## Perfect Blow

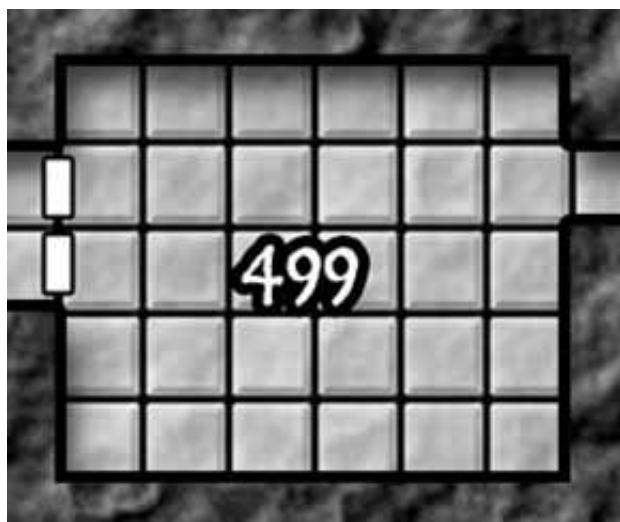
Efforts to avoid the creature's attacks of opportunity usually fail.

**Prerequisites:** 16+ HD, natural reach greater than 10-feet, Combat Reflexes

**Benefit:** Once per round, when a foe takes an action that would normally provoke an attack of opportunity from the creature but no attack is provoked due to a skill check, feat, spell, or other ability the foe possesses, the creature may make an opposed level check (1d20 + HD or level) check against the target. On a successful check, the creature may take an attack of opportunity on the target.

## NEW SPELLS

The following new spells are found in the Book of Five Arches. These new spells are all "arches" spells. Rather being able to be cast by a specific class, they are available to be learned (or selected as known) by any spellcasting character that has passed one or more of the Twelve Arches of Transition (see above). For each Arch of Transition you have passed, you may learn or know one Arches spell.





## Balefire

Evocation [Fire, Force]

**Level:** Arches 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** 20 ft. radius spread

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

A balefire spell is an explosion of flame and magic that detonates with a howl and deals 1d6 points of damage per caster level (maximum 15d6) to every creature within the area. Half this damage is fire damage and half is an untyped force effect. Unattended objects also take this damage. The explosion creates almost no pressure. The ongoing spell-like and supernatural effects associated with any creature killed by balefire end immediately (including those without durations, such as curses and permanent spells, but not including magic items they have created).

If the damage caused to an interposing barrier shatters or breaks through it, the balefire continues beyond the barrier if the area permits and continues to deal full damage (as if the barrier had not existed); otherwise it stops at the barrier just as any other spell effect does.

## Wend

Conjuration (teleportation)

**Level:** Arches 5

**Casting Time:** 1 swift action

As dimension door, except as noted above,

and use of this spell is not blocked by dimensional anchor or similar magics.

## Wend of Opposition

Conjuration

**Level:** Arches 9

**Components:** V, S, M

**Casting Time:** 1 full round

**Range:** Close (25 ft. +5 ft./2 levels)

**Effect:** One duplicate creature

**Duration:** 1 round/10 levels

**Saving Throw:** None

**Spell Resistance:** No

This spell creates a duplicate of a target creature within range. The duplicate is an example of what the target creature would have been like if it had made different life choices and taken different paths in its life (in most cases, the duplicate has made choices diametrically opposed to the ones that the target creature did). The duplicate's alignment is exactly the opposite of the target creature, and its only desire during its brief existence is to destroy the creature upon which it is based. The duplicate has all the attributes, spells, and abilities of the creature it is based on.

Once created, the duplicate is not limited by the spell's range. However, its existence is transitory, as are most of the actions it takes. When this spell's duration ends, the duplicate and all its items and spell effects cease to exist. The sole exception to this is damage dealt by the duplicate (including ability damage and drains) during its existence.

**Material Component:** Powdered diamond dust worth 100 gp per HD of the target creature.

## Wending Weapons

Evocation [Force]

**Level:** Arches 3

As magic missile, except as noted above, and you do not need line of sight or even line of effect to your target. As long as you are aware of your target's location (as by scrying, for example) you can attack it with this spell. The magic force bolts teleport through any interposing barrier, as necessary.

**Connections:** This area connects to area 498 and area 501. See the Map of the Tomb of Nibul.

**Pathfinder Conversion:** The Pathfinder version of Ka'Ret-Tem and the Perfect Blow feat are presented below. Otherwise, no further changes are needed to run this encounter and make use of the new material while playing Pathfinder.

## Pathfinder Stats

### KA'RET-TEM CR 18

Gargantuan dragon (fire, undead) (Neutral)

**Init** +3; **Senses** dragon senses; Perception +33

**Aura** frightful presence (240 ft., DC 26)

### DEFENSE

**AC** 31, touch 5, flatfooted 31 (1 Dex, +26 natural, 4 size)

**hp** 250 (20d12+120)

**Fort** +18, **Ref** +11, **Will** +18

**DR** 10/cold iron; Resist acid 10; Immune fire, electricity, paralysis, sleep, undead traits

## OFFENSE

**Speed** 60 ft.

**Melee** bite +26 (4d6+15/19-20), 2 claws +26 (2d8+10), tail slap +24 (2d8+15), 2 wings +24 (2d6+5)

**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)

**Special Attacks** death gaze (30 ft., DC 26 Fort negates), breath weapon (60-ft. Cone, DC 26, 8d6 fire, 8d6 force, greater dispel magic), breath weapon (60-ft. Cone, DC 26, hold person), tail sweep (2d6+15, DC 26)

**Spell-Like Abilities** (CL 20th; concentration +26)

**At will**--*create food and water, detect thoughts* (DC 18), *fog cloud, speak with animals*

**Sorcerer Spells Known** (CL 11th; concentration +17)

5th (5/day)--*cloudkill, mind fog*

4th (7/day)--*spell immunity, dimension door, improved invisibility*

3rd (7/day)--*haste, dispel magic, protection from elements, slow*

2nd (8/day)--*2-bull's strength, cat's grace, blur, endurance, fog cloud*

1st (8/day)--*endure elements, mage armor, divine favor, cure light wounds, shield*

0 (at will)--*detect magic, detect poison, light, mage hand, mending, message, read magic, resistance, prestidigitation*

## STATISTICS

**Str** 31, **Dex** 8, **Con** 23, **Int** 22, **Wis** 23, **Cha** 22

**Base Atk** +20; **CMB** +34; **CMD** 43 (47 vs. trip)

**Feats** Alertness, Big Step (new feat), Cleave, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Multiattack, Perfect Blow (new feat), Power Attack, Vital Strike

**Skills** Diplomacy +29, Fly +8, Handle Animal +26, Intimidate +29, Knowledge (arcana, geography, history) +29, Perception +33, Sense Motive +33, Spellcraft +29, Stealth +10, Swim +41; Racial Modifiers +8 Swim

**Languages** Aquan, Common, Draconic, Elven, Gnome, 2 more

**Special Qualities** bound, fire subtype, undead subtype, dragon traits, undead traits, DR 10/cold iron, blindsight (120 ft.), keen senses, immunity to fire, immunity to electricity, resist acid 10

## SPECIAL ABILITIES

**Bound (Su):** Ka'Rat-Tem is bound to the Tomb of Nibul. If it ever leaves these chambers, the semi-real dragon would cease to exist. Failing that, no matter how thoroughly it is destroyed, Ka'Ret-Tem reforms in this room after 2d4 days. Only the direct intervention of a god, or the death of Metterak, can prevent this.

**Breath Weapon (Su):** Cone of balefire, 50 feet long, every 1d4 rounds; damage 8d6, Reflex half DC 26. Damage is half fire damage, half force effect. All those in the area are also affected as by a greater dispel magic spell (CL 20). Ka'Ret-Tem can use a cone of paralysis instead, forcing subjects who fail a Will save to be held (as hold person) for 1d6+8 rounds. Targets who are held get a new saving throw every round, as with hold person.

**Death Gaze (Su):** Death, range 30 feet, Fortitude DC 26 negates. Humanoids who die from this attack are transformed into bodaks 24 hours later. The save DC is Charisma-based.

**Frightful Presence (Ex):** Dragons can unsettle foes with their mere presence. This ability takes effect automatically (radius 240 ft) whenever the dragon uses its breath weapon, attacks, charges, or flies overhead. A potentially affected creature (one with less than 25 HD) that succeeds at a Will save (DC 25) remains immune to that dragon's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with more than 5 HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

**Undead Subtype (Su):** Though Ka'Ret-Tem was never truly alive, and thus cannot truly be either dead or undead, his current state of eternally tormented semi-existence is closer to undeath than any other state. The monstrous creature, in addition to counting as a dragon, counts as an undead for purposes of all spells and ability. Despite retaining his Constitution score, Ka'Ret-Tem has all the other normal traits and immunities of an undead.

## Perfect Blow

Efforts to avoid the monster's attacks of opportunity usually fail.

**Prerequisites:** 16+ HD, natural reach greater than 10-feet, Combat Reflexes



**Benefit:** Once per round, when a foe takes an action that would normally provoke an attack of opportunity from the monster, and no attack is provoked due to a skill check, feat, spell or other ability the foe possesses, the monster may make a CMB check against the target. On a successful check, the monster may take an attack of opportunity on the target.

## 500. THE OFFERATORIUM (EL 16)

**Summary:** In a large treasure room that contains both useless knick-knacks and true magic items plus one surprise that is less delicious than it looks.

**Sights and Sounds:** A warm, golden light fills this room, filtered down from the apparently magical ceiling.

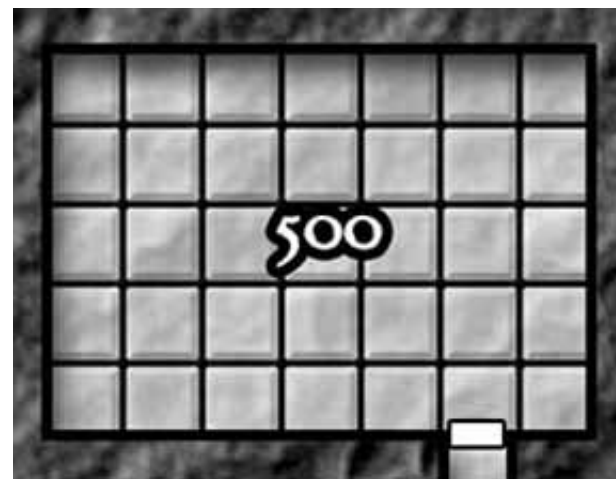
*Scattered about the room are dozens of odd items: a bit of rope, a skull, a pair of shears, a rolled-up carpet, a single bright coin, and more. The largest of these is an enormous pastry sitting in the just 10 feet from the only door in the room. More than eight feet in diameter and five feet tall, the pastry has seen better days. It is lop-sided, molding, and looks to have been burned on one side. A tattered cloak has been thrown over the burned section of the huge baked good.*

**Background:** While Metterak wanted to ensure tribute could be left for the spirit of Nibul, in order to appease the hopefully dead-and-gone near-god, the Dragon Prince did not want a pile of easily-accessed loot to become a draw, bringing more adventurers

into his lair. So he had the Offeratorium built, as a receptacle for offerings left in area 496. And, being a dragon, he used the energies of Nibul himself to lay a curse on the room, punishing those who took its contents without proper recompense. Of course, since that time, many adventurers have found their way here, and one of the creatures that arrived in this place opted not to leave.

**Magic Auras:** The Offeratorium has two magic properties. First, it casts a kind of reverse- magic aura, at 20th caster level, on every unattended, inanimate object placed within it, once per day. This version of the magic aura spell causes nonmagic objects to appear to be magical, with a randomly selected school of magic. As a result, absolutely everything in the room detects as magic. (Items that are actually magical retain their real auras.)

Second, if anything is removed from the room without another item being left in its place, everyone involved in the removal (including anyone who agreed to the theft, even if they never touched a thing) is cursed. Randomly determine a curse from bestow curse. There is no saving throw against this effect, and even a wish cannot remove it. However, if the stolen item is returned, the curse ends. (Once a curse is in effect, merely leaving some other item is no longer good enough--the original item must be returned.) Very rarely a more serious curse such as "the wends" is placed on thieves, but such occurrences are so rare that they do not have a special set of rules to govern them--rather they fall under the auspices of GM fiat.



This is also the place to which anything left unattended in area 496 is teleported. So if the PCs left anything behind, it's here now. Additionally, a large number of random items left from previous visitors are scattered about, each with its own (fake) magic aura. The following list (including the mundane value and fake magic aura of each item) is far from inclusive, and the GM should feel free to create more useless junk.

- \* The skull of a dwarf, carved with scenes of a war between medusa and dwarves riding iron bulls. (38 gp) (abjuration)
- \* One coin made of electrum. (5 sp) (transmutation)
- \* Three feet of silk rope. (66 sp) (conjuration)
- \* A scroll with a recipe for a drink made of dragon's blood and honey. (5 gp) (illusion)
- \* A pair of tin shears. (2 gp) (necromancy)
- \* One leather boot, with hole in sole (1 cp) (divination)
- \* A small steel mirror, the face of which has been blackened with soot (9 gp) (enchantment)

- \* A common pair of manacles, with the key (15 gp) (evocation)
- \* The rotting core of a pear (0 gp) (enchantment)
- \* Broken wagon wheel (1 sp) (evocation)
- \* An anchor for a 50-foot longship (necromancy)
- \* An earthenware jug with painted image of a hydra on one side (1 gp) (abjuration)
- \* An erotic silver statue of a buxom succubus engaged with a portly wizard (35 gp) (conjuration)
- \* Abentgoldenspoon (5 gp) (transmutation)
- \* A bejeweled, filigree golden egg, containing many smaller eggs within it (500 gp) (illusion)
- \* A thick leather spellbook, with a kraken on the cover, with entirely blank pages (50 gp) (divination)
- \* An enormous pastry, obviously stale and beginning to mold slightly at the edges, eight feet in diameter. The pastry appears to have a flaky crust flavored with honey, and dried fruit baked into a jellied topping. It is also actually a mimic. (A warning regarding the mimic can be found in area 496: "The pastry is a deception!")

**The Pastry... er... the Mimic:** The mimic was left here once as living tribute by a group of powerful gnoll clerics who wished to convince Nibul to become their god. The last visitors to this chamber were a group of pixies, so the mimic tried looking like sweet food to lure them in closer. It has since gone quite insane, and just isn't bothering much with new disguises. It slept through the incursion of the demons from area 498, but

is awake now. It wishes to kill anyone who seems to have anything of value on them, out of sheer evil greed (and a bit of hunger).

### **Pastry Mimic (Chaotic Evil) CR 16**

Large Aberration (Shapechanger) Rogue 10

**HD** 7d8+35+10d6+50      **hp** 151

**Init** +8 **Speed** 10 ft.

**Armor Class** 23 (1 size, +4 Dex, +9 natural), touch 13, flatfooted 23

**Base Attack/Grapple** +5/+13

**Attack** +20 melee (1d8+8, plus 1d6 electricity, plus 1 Con, slam)

**Full Attack** +20/+20 melee (1d8+8, plus 1d6 electricity, plus 1 Con, slam)

**Space/Reach** 10 ft./10 ft.

**SA** Adhesive, crush, sneak attack +5d6

**SQ** Darkvision 60 ft., improved evasion, immunity to acid, improved uncanny dodge, mimic shape, trap sense +3, trapfinding

**Fort** +14, **Ref** +19, **Will** +15

**Str** 24, **Dex** 18, **Con** 20, **Int** 10, **Wis** 16, **Cha** 8

**Skills:** Bluff +15, Climb +23, Disguise +29, Listen +20, Move Silently +21, Sense Motive +9, Spot +20

**Feats:** Alertness, Deceitful, Improved Initiative, Lightning Reflexes, Skill Focus (Disguise), Weapon Focus (slam)

**Possessions:** *amulet of mighty fists* +1 *shock, wounding* (96,000 gp), *ring of natural armor* +4 (36,000 gp), and *cloak of resistance* +4 (16,000 gp.). *The affects of these items are already added into this stat block.* (Because the pastry

mimic has massive amounts more gear than an NPC of its level should its CR has been boosted from 14 to 16).

**Adhesive (Ex):** A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first.

A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 23 Reflex save. A successful DC 23 Strength check is needed to pry it off.

Strong alcohol dissolves the adhesive, but the mimic still can grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

**Crush (Ex):** A mimic deals 1d8+7 points of damage with a successful grapple check.

**Mimic Shape (Ex):** A mimic can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide doorframe. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check. Of course, by this time it is generally far too late.

**Treasure:** The treasure in this room is designed to reward players for getting past



the four golems in area 497, Ka'Ret-Tam in area 499, and of course the pastry mimic in this area. If the PCs skip those encounters in a way that does not deserve a reward, feel free to reduce the wealth found here.

The pastry mimic has an *amulet of mighty fists* +1 *shock, wounding* (96,000 gp), *ring of natural armor* +4 (36,000 gp), and *cloak of resistance* +4 (16,000 gp.). The effects of these items are already added into its stat block.

Also scattered about the room is a carpet of flying (5 ft. x 10 ft.)(35,000 gp), tome of understanding +1 (27,500 gp), and a portable hole (20,000 gp). Of course given that everything in the room detects as magical, it may take some time to find the real valuables.

**Combat:** It is very difficult to identify the pastry mimic as being other than what it appears--a huge, molding pastry. Given the vast number of apparent oddities in the room (all of which appear to be magical), there is at least a chance someone will get within 10 feet of the mimic without a fight breaking out. If that is the case, the mimic launches a charge sneak attack. Failing that, the mimic focuses all its attacks on one foe, hoping its Constitution damage can drop even a high-level enemy and allow it to at least die with a full stomach.

**Connections:** The room connects to area 498. See the Map of the Tomb of Nibul.

**Pathfinder Conversion:** Change references to Spot checks to Perception checks of equal difficulty. Use the Pathfinder version of the pastry mimic is below. Otherwise,

no modifications are needed to run this encounter using Pathfinder.

### Pathfinder Stats

#### PASTRY MIMIC CR 16

XP 76,800

CE Large aberration (shapechanger) Rogue 10

**Init** +5; Senses darkvision 60 ft.; Perception +14

#### DEFENSE

**AC** 23, touch 14, flatfooted 18 (+4 Dex, +9 natural, +1 dodge, -1 size)

**hp** 178 (7d8+35+10d8+50+17)

**Fort** +14, **Ref** +19, **Will** +15

**Immune** acid

#### OFFENSE

**Speed** 10 ft.

**Melee** slam +10 (2d6+6, plus adhesive, plus 1d6 electricity, plus +1 bleed)

**Special Attacks** constrict (slam, 2d6+6), sneak attack +5d6

#### STATISTICS

**Str** 24, **Dex** 18, **Con** 20, **Int** 10, **Wis** 16, **Cha** 8

**Base Atk** +12; **CMB** +19; **CMD** 33 (can't be tripped)

**Feats:** Blind-Fight, Combat Reflexes, Critical Focus, Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Toughness, Weapon Focus (slam)

**Skills:** Appraise +13, Climb +27, Disguise +19 (+39 when mimicking objects), Escape Artist +17, Knowledge (Dungeoneering) +20, Perception +26, Sense Motive +16,

Stealth +17; Racial Modifiers +20 Disguise when mimicking objects

### Languages Common

**SQ** improved evasion, improved uncanny dodge, major magic (mage armor), minor magic (detect magic), mimic object, resiliency, surprise attack, trapfinding, trap sense +3

### SPECIAL ABILITIES

**Adhesive (Ex):** A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 17 Reflex save. A successful DC 17 Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

**Mimic Object (Ex):** A mimic can assume the general shape of any Large object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating

an object in this manner. Disguise is always a class skill for a mimic.

**Possessions:** *amulet of mighty fists +1 shock, wounding (96,000 gp), ring of natural armor +4 (36,000 gp), and cloak of resistance +4 (16,000 gp).* The affects of these items are already added into this stat block. (Because the pastry mimic has massive amounts more gear than an NPC of its level should its CR has been boosted from 14 to 16).

## 501. THE FOUNTAIN OF ESSENCE (EL 18)

**Summary:** The room has a magic fountain the PCs can touch, but doing so has repercussions.

**Sights and Sounds:** The only light coming from this circular chamber is a constantly swirling, flickering illumination radiating out from the well-like structure that dominates the center of the room. A short wall no more than a yard high and about as thick encircles the well, which is itself at least forty feet across. Even from the room's only doorway, it is clear the fluid in this well is more than mere water. Swirling patterns of stars, moons, cosmic clouds, and even moving images of silhouetted constellations can be seen just below the shiny, black liquid's surface.

*Beyond the swirling well, you can see this room is a vast dome of the same night-sky stone as the rest of the tomb. It is easily seventy feet across, and the top of the dome rises more than thirty feet over the center of the room. A low, dull,*

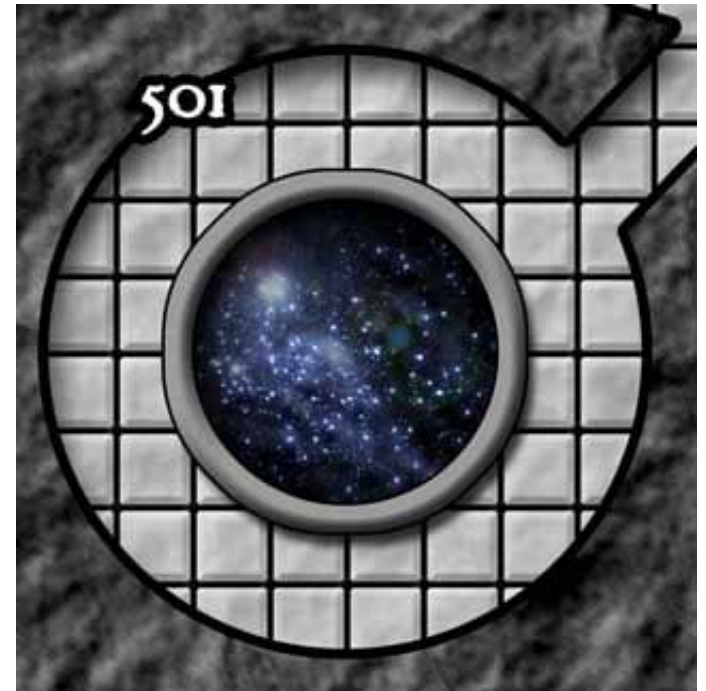
*constant note of music plays constantly, like the echo of a huge horn heard from a great distance away.*

**Background:** When Metterak built this tomb to contain Nibul, he separated the demi-mortal's essence (his power and abilities) from his spirit (his soul and motivating force). The essence of Nibul is contained within the fountain in the center of this room, in a loop of the extra-dimensional wendways that can only be accessed from this room.

**The Fountain of Essence:** The fountain radiates overwhelming, universal magic. It is an artifact, and is otherwise immune to effects to move, affect, or scry upon it.

If a character jumps into (or teleports, flies, swims, or otherwise fully enters) the fountain, this results in the character being violently flung to a randomly determined location within Dragon's Delve. The location will be on a level the character has already visited, and will not be connected to the wendways. (The location is a place visited by Nibul when he was exploring the dungeon.) A character so hurled must make 6 DC 25 Fortitude saves, each one dealing 1d6 damage to a different ability score if the save fails. Characters arrive at their new destination after 2d4 minutes.

Merely touching the surface of the liquid causes the character touching it to immediately freeze in place and become immune to any outside effect. This is essentially the same effect as the temporal stasis spell, except this temporal stasis



cannot be removed or dispelled. (A wish or similarly powerful magic can dispel this effect if the caster makes a DC 31 caster level check). However, to the creature that touched the liquid it instead appears that all other creatures in the room freeze (to him or her, the others are the ones in temporal stasis). The character is free to move about the chamber, but finds it is impossible to leave (teleportation and similar effects fail, and the character cannot pass through the walls or open the doors to area 499). The character in stasis is in a pocket dimension formed of the wendways and designed to hold Nibul's essence.

When a character arrives in this dimension, a deep voice immediately growls out "You dare to claim a mote of the Essence of Nibul?"



Let us see if you are worthy!” and creatures begin to attack the character. (Use the “Trial By Combat” section to determine what creatures these are.) The creatures exist only within the reality being experienced by the character in stasis, characters who are not in stasis do not see and cannot affect these creatures. The creatures attack the character with the most direct options they have, and fight until killed or incapacitated.

If multiple characters touch the Fountain of Essence, each is placed in his or her own pocket dimension. They do not interact with each other, and those within do not see and cannot affect creatures in different versions of the trial by combat.

**Trial By Combat:** To determine what foes attack the character locked in the extradimensional trial by combat, roll 1d6 and consult the table below. These creatures are echoes of things Nibul fought during his life, real only in the context of the trial by combat, and neutral in alignment. (The musically minded may, at this point, wish to sing “You’re going to die. Roll a d6.” There’s a song I’m sure you can find on the Internet to go along with this activity).

1d6	Creatures
1	Six couatl
2	Two ghaele
3	Six guardian nagas
4	One 12-headed cryohydra
5	One marut
6	Three ropers

**Success:** If a character successfully defeats the trial by combat (killing all the foes, or

incapacitating them all for more than 1 minute), he has won the trial by combat and gains a mote of the essence of Nibul, one of the most powerful spellcasters the Delve has ever seen.

\* If the character is not a spellcaster, he gains the ability to cast spells as a 1st-level sorcerer. The character does not suffer arcane spell failure for wearing armor of any kind. The character’s caster level is equal to half his total character level. The player may choose his new spells known. The character does not gain any of the other abilities of a sorcerer.

\* If the character is a spellcaster he learns one new 1st-level spell from another class’s spell list. The player may select the class and spell, but it cannot be from a prestige class’s spell list. The character casts it with his normal caster level, and treats it as a spell from his class. (In other words a cleric that chooses magic missile treats it as a 1st-level cleric spell, and thus does not suffer arcane spell failure. A sorcerer that selects cure light wounds treats it as a sorcerer spell, and thus would suffer arcane spell failure.)

**Failure:** A character that is killed (or rescued by allies using a wish or similar spell) gains one negative level (if the level is not removed within 24 hours, a DC 28 Fortitude save is required or it becomes permanent). While the character has a negative level gained in this fashion, touching the waters of the Fountain of Essence has no effect (though jumping in still flings the character randomly about the Delve, though).

**Connections:** This room connects to area 502. See the Map of the Tomb of Nibul.

**Revisit:** When a character that has gained a mote of the essence of Nibul returns here after preparing spells, the Fountain of Essence acts like a crystal ball, and no longer offers the trial by combat when touched. (Though it still functions in its original capacity for any character that has not yet gained a mote.)

**Pathfinder Conversion:** When engaging in the Trial by Combat, use the Pathfinder versions of creatures from the table below. Otherwise, no changes are needed in order to run this encounter using Pathfinder.

1d6	Creatures
1	Six couatl
2	Two ghaele
3	Six guardian nagas
4	One marut
5	One 12-headed cryohydra
6	Three ropers

## 502. THE FOUNTAIN OF SEVEN ARCHES (EL 17)

**Summary:** Within a chamber with no doors, the memories and desires of Nibul await.

**Sights and Sounds:** A long, curved hall stretches off in either direction.

*The star-like patterns in the black marble walls glow, unlike elsewhere in the tomb, creating dim illumination throughout the hall.*

**If the PCs manage to enter the inner chamber:**

*Faux starlight from the walls illuminate this large dome, which stretched more than 60-feet across and arches at least 30 feet tall at its center. A large pool or well sits in the center of this domed room, a three-foot tall retaining wall surrounding it. Within the well a shimmering liquid reflects the night sky glowing from the dome above.*

**Background:** When Metterak created the tomb of Nibul, he separated the powers and abilities of Nibul (located in area 501) from his soul and motivating force, contained within a closed loop of the wendways in the Fountain of Seven Arches in the center of this chamber.

**Entering the Inner Chamber:** There is no door from the outer hall into the chamber holding the Fountain of Seven Arches. Simply out, Metterak saw no reason to

allow anyone to enter the place where the thoughts and motivations of Nibul of the Seven Arches. Thus characters must find a way to pass through the stone walls. The teleport barrier from area 496 does not affect characters already past that area teleporting from one point within the tomb to another. However because of the wendways effect on such magic, all teleportation used to pass this wall has a +30% chance to fail (minimum 30%), and all failed teleports deposit the character in a random location of the wendways.

**The Fountain of Seven Arches:** The waters of this fountain seem deep, but in truth are only an inch thick. Any effort to enter or pass through the waters has the same effect as touching them.

Touching the surface of the liquid in the fountain is dangerous. It forces characters that do so to make a DC 40 Will save, as flashes of the life, thoughts, and desires of Nibul of the Seven Arches flash through their mind. On a failed save, a character gains one negative level (if the level is not removed within 24 hours, a DC 28 Fortitude save is required or it becomes permanent). While the character has a negative level, touching the waters of the Fountain of Seven Arches has no effect.

On a successful save, the character retains some of the memories and knowledge Nibul of the Seven Arches gathered over his centuries of existence. The character gains 1

permanent skill point. This skill point must be placed in Knowledge (history), unless the character already has maximum ranks in that skill, in which case the skill point may be placed in any skill.

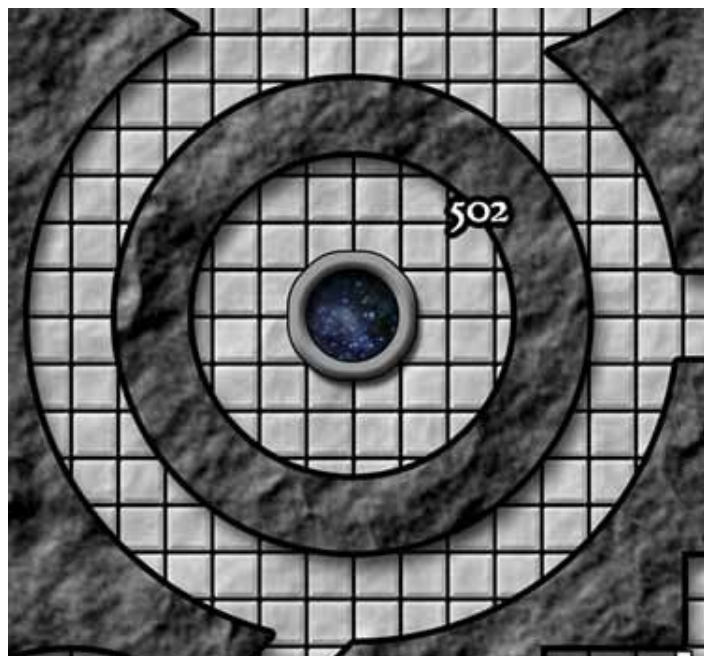
Any effect which prevents a character touching the fountain from making or Will save, or protects the character from a negative level, also prevents the memories from flashing through the characters mind, and thus prevents a skill point from being gained.

If observed carefully, it can be seen that snippets of scenes from the life of Nibul can be observed by looking into the fountain. When studied carefully, these scenes can reveal mysteries discovered in Nibul's life, and since forgotten. Spending a hour in study of the fountain allows a character to make a Knowledge (arcana, dungeoneering, geography, history, nobility, religion, or the planes) check with either a +20 total bonus to the check, or the character's own skill bonus +4 (whichever is higher). A character may do this even if he has already made a failed knowledge check on the same question since last gaining a level.

A character that spends at least 8 hours studying the fountain qualifies to take the Wend Strike and Wend Walk feats, detailed below.

## NEW FEATS

Those who study at the Fountain of Seven Arches can view the life and times of a near god. That makes new feats available.





## Wend Strike

You have learned to strike through the paths between the spaces of reality.

**Prerequisites:** Access to at least 1 day of study with a master of wending, character level 12.

**Benefit:** You can shove a weapon, fang, or fist through the edges of the wendways, to strike at foes beyond your normal reach. As a standard action, you may make a single melee attack with a reach of 30 feet. When you do this your weapon spends some time in the spaces between realities, and as a result you do not threaten any area with that melee weapon until the beginning of your next turn.

## Wend Walk

You have learned to walk through the paths between the spaces of reality.

**Prerequisites:** Access to at least 1 day of study with a master of wending, character level 12.

**Benefits:** You may wend once per day, plus one additional time for every 10 character levels or hit dice you have. This acts like the dimension door spell, except it takes a move action, does not prevent you from taking further actions this round, and works even through force effects or while you are subject to a dimensional anchor or similar magic. Wend walking counts as a supernatural ability.

**Upping the Ante/Revisit:** Sometime after the PCs leave, the demoness Kaekathyld arrives. A marilith who was once an ally to and lover of Nibul, she hopes to learn the secrets of

wending, to find a path through which Nibul can return to life. She has already learned enough to double the % chance of success of her demon-summoning abilities.

Of course if you need to throw another fight at the PCs to up the ante, she's a solid CR 18 threat with her improved demon summoning.

**Connections:** This area connects to areas 499, 501 and 503. See the Map of the Tomb of Nibul.

**Pathfinder Conversion:** If you apply the "Upping the Ante" material, use the Pathfinder version of a marilith for Kaekathyld. Otherwise, no further modifications are needed to run this encounter using Pathfinder.

## 503. THE FOUNTAIN OF CHAINED SOULS (EL 18)

**Summary:** Here is the dwelling place of the spirits bound to the tomb's service.

**Sights and Sounds:** Two 20-foot tall doors lead into an enormous domed room, it's apex reaching more than 150 feet above the center of the chamber.

*A vast pool of liquid night sits in the center of the room, and translucent humanoid figures fly in and out of its surface. Most seem to be warriors, though an occasional spellcaster or lantern-bearer can be found among their numbers as well. The arched ceiling carries their whispers to you, in a constant murmur of soft, breathy conversations.*

**Background:** When Metterak created this tomb, he bound the spirits of scores of his fallen enemies into the loop of the wendways that forms its perimeter. The Dragon Prince expected the tomb to last an eternity, and undead spirits seemed the best possible custodians of its upkeep.

**The Fountain:** The Fountain of Chained Souls is the focus of all the spirits bound to serve the tomb. Unlike all the other fountains of the Tomb touching the liquid within is not directly dangerous, but it does summon forth the Three Tempests. However, even destroying the Fountain does not free the spirits, as they are all bound here until Metterak is killed or Nibul becomes a god, neither of which they expect to ever happen.

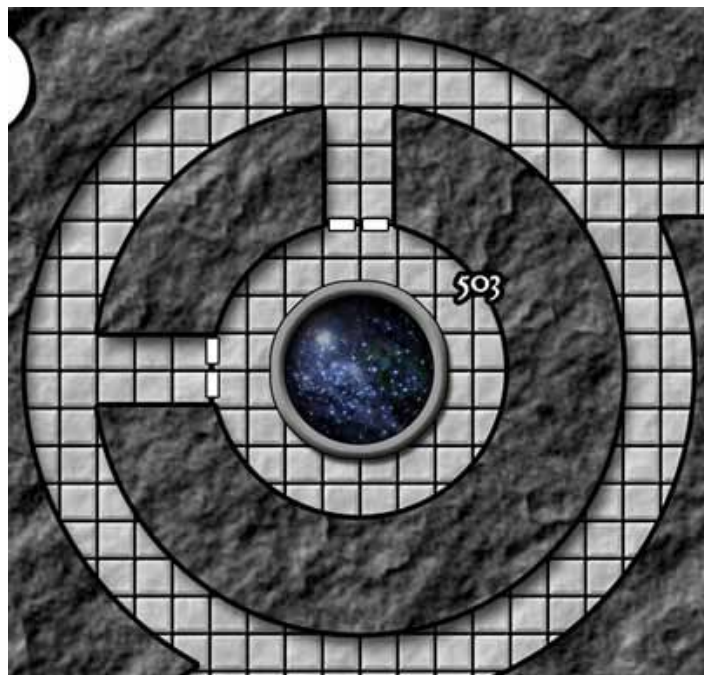
**The Ghosts:** There are scores of ghosts bound to the service of the tomb, and when not repairing its walls or fixing the golems in area 497, most of them rest here or within the fountain itself. Whenever the tomb is in perfect repair, the ghosts can rest within the waters of the fountain in a state of suspension, largely ignoring the passage of time. Some prefer to converse or even play games in the chamber above the fountain, but after a few hundred years most sink into the fountain's waters until they are needed to fix something.

The ghosts have no interest in fighting anyone who comes to the tomb, so they are unlikely to need game statistics. If Gaitha the Spear Maiden (from area 498) was allowed to leave that area, she is here now and will speak with the PCs. If not, all the spirits here

have the same information and limitations she did, and can be dealt with as Gaitha was (see area 498).

No ghost can discuss the existence of the Tempests, or what happens if a PC touches the water here. They become obviously agitated if asked, and will even confess they are unable to talk about it, but don't even hint to the existence of the Tempests or how they are most likely to be summoned.

**The Three Tempests:** The true undead "guardians" of the Tomb of Nibul are the Three Tempests, ghosts from a group of storm giant crusaders who once threatened Metterak's rule, so he bound their undead spirits here. The spirits are indignant that their afterlife is spent in service to the foe that killed them, and they have become bitter and lazy. All three of the Tempests reside within



the Fountain of Chained Spirits unless they hear activity in the outer chamber around them. Even then, they wait 1d4+1 minutes before deciding the interlopers are not going to leave of their own volition. However, if anyone touched the surface of the liquid in the Fountain of Chained Spirits, the Three Tempests arise from its surface and attack immediately.

Once roused to battle, the Tempests cannot be bargained with and do not cease their efforts until every living creature they find in the tomb is gone or dead.

### The Tempest (Neutral Evil) CR 15

Huge Undead

**HD** 19d12 **hp** 123

**Init** +2 **Speed** 50 ft. fly (perfect)

**Armor Class** (Ethereal) 28 (-2 size, +2 Dex, +12 natural, +6 armor), touch 10, flatfooted 26

**Armor Class** (Manifested) 20 (-2 size, +2 Dex, +4 Deflection, +6 breastplate), touch 14, flat-footed 16

**Base Attack/Grapple** +14/+36

**Attack** +26 melee (4d6+21/1920, greatsword, ethereal only) or +16 ranged (2d10+11, rock, ethereal only)

**Full Attack** +26/+21/+16 melee (4d6+21/19-20, greatsword, ethereal only) or +16/+11/+6 ranged (2d10+11, rock, ethereal only)

**Space/Reach** 15 ft./15 ft.

**SA** Draining touch (manifested) +16/+11/+6 touch attack (1d4 ability

damage), frightful moan (Will DC 22), horrific appearance (60 feet, Fort DC 22, 1d4 Str, Dex and Con damage)

**SQ** Freedom of movement, immunity to electricity, lowlight vision, rock catching, water breathing, manifest, rejuvenation

**Spell-Like Abilities:** 1/day--call lightning (DC 17), chain lightning (DC 20). Caster level 15th; 2/day--control weather, levitate. Caster level 20th. The save DCs are Charisma-based.

**Fort** +11, **Ref** +8, **Will** +13

**Str** 39, **Dex** 14, **Con** --, **Int** 16, **Wis** 20, **Cha** 19

**Skills:** Climb +20, Concentration +22, Craft (weaponsmith) +13, Diplomacy +6, Intimidate +14, Jump +24, Listen +23, Perform (sing) +12, Sense Motive +15, Spot +33, Swim +18

**Feats:** Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack

**Possessions:** Each tempest has a *Huge* +1 ghost touch mithral breast plate.

**Manifestation (Su):** The tempests dwell on the Ethereal Plane and, as ethereal creatures, they cannot affect or be affected by anything in the material world. When a tempest manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested tempest can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested tempest



can pass through solid objects at will, and its own attacks pass through armor. A manifested tempest always moves silently. A manifested tempest remains partially on the Ethereal Plane, where it is not incorporeal. A manifested tempest can be attacked by opponents on either the Material Plane or the Ethereal Plane. The tempest's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting tempest is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting tempest manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested tempest's touch spells don't work on nonethereal targets.

A tempest has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

**Draining Touch (Su):** A tempest that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the tempest heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Frightful Moan (Su):** Tempests can emit frightful moans as standard actions, creating

a sound like the roar of a massive storm. All living creatures within a 30-foot spread must succeed on a DC 22 Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

**Horrific Appearance (Su):** Any living creature within 60 feet that views a tempest must succeed on a DC 22 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same tempest's horrific appearance for 24 hours.

**Freedom of Movement (Su):** Tempests have a continuous freedom of movement ability as the spell (caster level 20th). The effect can be dispelled, but the tempest can create it again on its next turn as a free action.

**Rejuvenation (Su):** It's impossible to destroy a tempest through simple combat: The "destroyed" tempest will restore itself in 2d4 days. Even the most powerful spells are only temporary solutions. The tempests cannot be destroyed permanently until Metterak is killed, or Nibul becomes a god.

**Rock Catching (Ex):** A tempest can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a tempest that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one.

(If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.)

**Turn Resistance (Ex):** A tempest has +4 turn resistance.

**Skills:** Tempests have a +8 racial bonus on Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

**Combat:** The tempests are, as far as they know, indestructible and will fight to the "death" with no concern for their own wellbeing. When they first appear, all three use their frightful moan (forcing all living creatures to make three saving throws), then proceed to pick off survivors with draining touches targeting Constitution (which, combined with their frightful appearance, rarely fails to kill or drive off interlopers). They don't worry about their spell-like abilities unless a foe moves to the ethereal plane, in which case all three tempests target that planar traveler (alternating lightning with rock throwing and melee attacks) until it is dead or gone.

It's important to remember the tempests can overlap one another (even in the ethereal plane they are insubstantial enough to share a space), and can fly through the walls of the tomb with ease. They cannot leave the tomb, but if weakened they happily hide deep in the tomb's rock walls.

**Revisit:** If the Tempests are dealt with, the spirits of the tomb can be downright useful. They have the skills to repair most anything, and can actually create mundane items like ammunition or common adventuring gear.

They charge for their services, but as long as the Tempests are gone, the spirits of the fountain can be a good place to pick up and fix typical equipment. Some are even spellcasters, and can cast spells for the PCs for standard market prices, though there is only a 10% chance a caster able to produce a specific spell is available any given day. Payment to the spirits (who are happy to take coin, gems, and even magic items) is tossed into the fountain, where it is destroyed forever.

**Connections:** The area connects to area 502 and area 504. See the Map of the Tomb of Nibul

**Pathfinder Conversions:** To create a Pathfinder version of the tempests, add the ghost template (with the special abilities corrupting gaze, draining touch, and frightful moan) to storm giants. Otherwise, no further modifications are needed to run this encounter using Pathfinder. Below is a version created for ease of use.

## Pathfinder Stats

### TEMPEST CR 15

NE Huge Undead

**Init** +2; **Senses** Darkvision (60 feet), Low-Light Vision; Perception +35

#### DEFENSE

**AC** 20, touch 14, flat-footed 18 (+6 armor, +2 Dex, -2 size, +4 deflection)

**hp** 161 (19d8+76)

**Fort** +15, **Ref** +8, **Will** +13

**Defensive Abilities** Channel Resistance +4, Incorporeal, Rejuvenation, Rock Catching;

Immune critical hits, electricity, precision damage, Undead Traits

#### OFFENSE

**Spd** 35 ft., **Flight** (30 feet, Perfect), **Swimming** (30 feet)

**Melee** Masterwork Greatsword +15/+10/+5 (4d6+3/17-20/x2) and

Slam x2 (Giant, Storm) +9 x2 (2d6+1/20/x2)

**Ranged** Longbow, Composite (Str +14) +12/+7/+2 (3d6+2/20/x3)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** Corrupting Gaze (DC 23), Corrupting Touch 15d6 (DC 23), Draining Touch, Frightful Moan (DC 23), Telekinesis

**Spell-Like Abilities** Call Lightning (1/day), Chain Lightning (1/day), Control Weather (2/day), Freedom of Movement (Constant), Levitate (2/day)

#### STATISTICS

**Str** -, **Dex** 14, **Con** -, **Int** 16, **Wis** 20, **Cha** 19

**Base Atk** +14; **CMB** +18 (+20 Bull Rushing+20 Sundering); **CMD** 34 (36 vs. Bull Rush36 vs. Sunder)

**Feats** Awesome Blow, Cleave, Combat Reflexes (3 AoO/round), Improved Bull Rush, Improved Critical: Greatsword, Improved Sunder, Improved Vital Strike, Iron Will, Power Attack -4/+8, Vital Strike

**Skills** Acrobatics +18, Climb +5, Craft: Enter Choice +11, Escape Artist -1, Fly +11, Intimidate +22, Perception +35, Perform: Sing +14, Ride -1, Sense Motive +27, Stealth -1, Swim +10

**Languages** Auran, Common, Draconic, Giant

**SQ** Water Breathing (Ex)

**Combat Gear** Masterwork Breastplate, Masterwork Greatsword, Longbow, Composite (Str +14);

#### ECOLOGY

**Environment** Any warm

**Organization** Solitary or family (2-5 plus 1 sorcerer or cleric of 7th-10th level, 1-2 rocs, 2-6 griffons, and 2-8 sharks)

**Treasure** Standard (mwk breastplate, mwk composite longbow [+14 str bonus] with 20 arrows, mwk greatsword, other treasure)

#### SPECIAL ABILITIES

**Awesome Blow** You can deliver a blow that sends your target flying.

**Channel Resistance +4** +4 bonus to save vs. Channel Energy.

**Cleave** If you hit your first target, attack an adjacent target at the same attack bonus in exchange for -2 AC.

**Combat Reflexes (3 AoO/round)** You may make up to 3 attacks of opportunity per round, and may make them while flat-footed.

**Corrupting Gaze (DC 23) (Su)** Gaze attack deals 2d10 HP + 1d4 CHA.

**Corrupting Touch 15d6 (DC 23) (Su)** 15d6 damage from Touch attack.

**Darkvision (60 feet)** You can see in the dark (black and white vision only).



**Draining Touch (Su)** Touch attack deals 1d4 from a selected ability score and heals 5HP for the ghost.

**Flight (30 feet, Perfect)** You can fly!

**Frightful Moan (DC 23) (Su)** 30' spread panicks living creatures for 2d4r.

**Immunity to Critical Hits** You are immune to Critical Hits

**Immunity to Electricity** You are immune to electricity damage.

**Immunity to Precision Damage** You are immune to Precision Damage

**Improved Bull Rush** Bull Rush at +2 to push back. No attack of opportunity.

**Improved Sunder** You Sunder at +4 and don't cause an attack of opportunity.

**Incorporeal (Ex)** You aren't quite here.

**Low-Light Vision** See twice as far as a human in low light, distinguishing color and detail.

**Power Attack** -4/+8 You can subtract from your attack roll to add to your damage.

**Rejuvenation (Su)** Ghosts can return after a few days.

**Rock Catching (Ex)** You can catch rocks that are thrown at you with a successful Reflex save.

**Swimming (30 feet)** You have a Swim speed.

**Telekinesis (Su)** Use Telekinesis every 1d4 rounds.

**Undead Traits** Undead are immune to death effects, disease, mind-affecting effects

(charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects)

**Vital Strike** Standard action: x2 weapon damage dice.

**Water Breathing (Ex)** Storm giants can breathe water as well as air.

## 504. THE FOUNTAIN OF WENDS (EL 18)

**Summary:** For the first time the PCs run into something Nibul's spirit created, and it's an artifact.

**Sights and Sounds:** A single pair of bronze doors, each twenty feet tall, opens into this eerily silent chamber. It is lit only by the spiraling, glittering illumination radiating out from the large round fountain-like structure that dominates the center of the room. A short wall no more than a yard high and about as thick encircles the well, which is itself at least forty feet across. A cursory glance is enough to see the fluid in this fountain is more than mere water, as the whirling patterns of novas, stars, and even moving images of silhouetted constellations can be seen just below the shiny, black liquid's surface.

*There is a fresh smell to the room, as if a spring breeze had just freshened the air, but all is still now. There is no movement, and no sounds but those you make.*

**If any character touches the surface of the liquid in the fountain:**

*A single ripple in the starry surface of the fluid races out, gaining speed quickly and striking the far wall of the fountain with a clap of thunder. A voice booms out of the center of the fountain.*

*"Fool Mortal! Know that you trifle with the power of Nibul of the Seven Arches, the Lord of the Wend and Keeper of the Twelve Sigils. Here I died, and here my secrets should die with me.*

*If you wish to walk the wend, you must first prove you can survive the darkest paths. For without guidance, all paths lead to nothing. So it is my nothing you must face, and my nothing you must master. Only as the nothing chooses a new path can you cease it's travels, for only at the pivotal moment of change can nothing become something."*

**Background:** The center of this room is the exact spot within the wendways where Nibul of the Seven Arches was killed by Metterak the Dragon Prince. Alone of the rooms in the tomb, this one was created by Nibul's mastery of the secret of wending at the moment of his death, as a repository for his secrets. In doing so, Nibul twisted bits of the space-between realities and created a crack that - over time - was turned into the wendways by the chaos magic of the Delve and the power of the Entropy Engine. Metterak could not destroy or change this first room, and built the rest of the tomb in part to guard this place Nibul made with his dying wish.

Nibul did not wish his mastery of the art of wending to disappear forever, but he also

did not wish it to go to his enemies, or those unworthy. Many of his secrets lay within the Fountain of Wends, literally liquid knowledge that can be absorbed when touched. But to guard it, his near-divine power created in this chamber a test, the Gauntlet, which combines Nibul's last wish with his most prized possession, a sphere of annihilation, to form a test of path mastery for those who dare to claim his lost lore. It is the voice of Nibul that speaks when the pool's liquid is touched, and the Gauntlet begins immediately afterward.

**The Gauntlet:** Right after the voice of Nibul fades, a two-foot sphere of pure black nothingness rises from the center of the pool, and heads toward whoever touched the Fountain of Wends' surface. This is what remains of Nibul's sphere of annihilation, an artifact he had hoped would give him the power to defeat Metterak. It did not, and Metterak used a rod of negation to destroy the original, but the energies from the sphere's eradication still exist within the tomb. (The sphere cannot exist outside of the Tomb of Nibul, even if a character somehow manages to gain total control over it).

This sphere of annihilation moves at a speed of 15 feet per round. It is on a number of set courses, each occurring one after the other. After reaching the point that was occupied by the character that touched the fountain's liquid, it moves to the center of the walkway and follows a single path to make an equilateral triangle that takes it to the outer edge of the chamber at each point. After that, it makes a perfect square that

takes it to the outer edge of the chamber at each point. Then a pentagon, then a hexagon, and so on, adding one additional side to the shape created each time. (While it makes sense to move the sphere in straight-line movements for the earlier shapes, by the time it's doing a nine-sided shape the GM may just want to march it in a circle around the outside of the chamber, simply noting how often it makes a course correction for a new straight line.)

At most points in its path, efforts to control the sphere are unusually difficult. Grabbing it requires a DC 35 control check, and this control check increases by one every round of continuous control. Wherever the sphere is when control of it lapses, it moves at double speed (30 feet per round) back to the point in its last geometric shape it was at when control was established, and resumes its normal course.

The exception to this is if control is established just as it finishes one shape (characters may need to ready an action to make the timing of this work). In this case the control check is the normal DC 30, the sphere winks out of existence with a deep, sonorous chime, and the Gauntlet has ended. (See Success, below). This is what the voice of Nibul is referring to when it says "Only as the nothing chooses a new path can you cease it's travels, for only at the pivotal moment of change can nothing become something."

The sphere of annihilation also varies from the standard version of the artifact in the following additional way. First, creatures

struck by it are not destroyed, though they appear to be. Instead they are banished from the Tomb of Nibul forever. Effectively the tomb no longer exists for such characters - they cannot enter it, see into it, scry on it, or make it the target of their spells (not even such magic as a miracle or wish). They also gain one negative level. If the level is not removed within 24 hours, a DC 28 Fortitude save is required or it becomes permanent.

As the sphere moves around, characters may wish to observe it, or try to affect it at various ranges. Being in a space adjacent to the sphere requires a DC 10 Reflex save to avoid being touched by it as it floats by. Intentionally moving into the same square as the sphere without touching it raises the Reflex DC to 15. If a sphere moves into the same space as a character on its move, it makes a touch attack with a +20 bonus in an attempt to touch the character. It may do this as a free action every time it moves into a square with a target.

**Failure:** A character is not considered to have failed this test until the sphere of annihilation touches him, at which point he suffers apparent destruction as noted above. If the room is left empty for 24 hours the sphere of annihilation settles back into the pool, but if any character who has witnessed it without successfully passing the gauntlet re-enters the room, it begins the Gauntlet again without waiting for someone to touch the pool.

**Success:** A character that successfully aids in stopping the sphere of annihilation as



it changes from one course to another is considered to have passed the Gauntlet. This includes anyone who made a successful control check at any point during the Gauntlet, anyone who entered the same space as the sphere, and anyone who somehow aided in either a successful control check, or in determining the correct course of action.

**Characters who succeed may choose one of the following rewards:**

**Lord of the Wendways:** The character becomes a Lord of the Wendways. The title is acknowledged by most outsiders, especially inevitables, and carries some real advantages. Any PC that earns the title gains a +4 bonus to all Diplomacy and Intimidate checks targeting outsiders and elementals (+6 for lawful outsiders and elementals). Also, the character does not need to make a Will save to safely use the wendways, may travel to areas of the wendways he has never been but somehow knows about, always knows when an area is connected to the wendways, and can set a wend-point. The character also instinctively knows how to use the wendways travel to (and take other within him) level 18. (The specific area of level 18 will be updated as that level is published.)

**Wend Point:** You can make a place that is connected to the wendways. This requires 8 hours of concentration. From this point, you may enter the wendways, and from the wendways you can travel to your wend point. You may only ever have one wend

point at a time, and you can only travel to it from the wendways once per day.

**Sigil:** The character gains one of the Twelve Secret Sigils he did not already have.

**Honor Name:** The character gains an honor name, a kind of free-form title the player may make up (subject to GM approval), which is normally given after the rest of the character's name in formal situations. Not only is this honor-name recognized by outsiders, elementals, and divination spells, but the act of earning it gives the character a boost of personal power and confidence represented by gaining a bonus feat. (The character must meet all the feat's normal requirements.)

**Upping the Ante:** A single sphere of annihilation, even a fairly fast-moving one, isn't that big a threat if players decide to leave it alone. A GM wishing to make things more difficult can have an additional sphere show up after every circuit, repeating the old pattern. Thus when the first sphere finishes making a circle and begins on a line, a second sphere shows up and begins making a circle. When using this option, each sphere must be stopped in the order it appeared (the oldest sphere first, then the second, then the third, and so on).

A GM who thinks just getting a negative level and kicked out of the tomb isn't punishment enough for touching a sphere can cause it to banish a character from the whole of the wendways forever. In fact this was the original punishment listed, but it can make more work for GMs, since the

wendways are such a great resource for adding new adventure seeds and moving PCs around quickly. Being denied their use is cinematic and thematically appropriate, but GMs should consider the consequences before invoking such an option.

**Connections:** The area connects to area 503. See the Map of The Tomb of Nibul.

**Pathfinder Conversion:** When engaging in the Gauntlet, use the Pathfinder versions of the sphere of annihilation. Otherwise, no changes are needed in order to run this encounter using Pathfinder.

## 505. WHEN YOU LOOK INTO THE VOID... (EL 19)

**Summary:** Nibul is gone, but a vestige of his power demands the PCs prove themselves. You will need the Void Golem Illustration handout (see Appendix C).

**Location:** "Area" 505 is unusual in that it may occur in any one of four places, or it may not occur at all, and there's no real way to know in advance when/where/if it will occur. This is because the encounter begins shortly after someone who has already touched three of the four fountains of the tomb (the Fountain of Essence in area 501, the Fountain of Seven Arches in area 502, the Fountain of Chained Souls in area 503, and the Fountain of Wends in area 504) touches the fourth fountain. If the PCs happen to explore the tomb in the order the encounters are numbered, this would obviously be most likely to happen in area 504. However, there's no particular

reason a group would explore areas 501-504 in the numbered order, which means any of the fountains could be the fourth one touched.

Further, touching each fountain has its own effect, mostly resulting in fights or similar challenges. The impact of area 505 does not begin until 5 minutes after any such challenge has been resolved. When it does, it begins by a single liquid drop of night falling from whatever character first touched all four fountains.

**Sights and Sounds:** A single drop of liquid night drops from your finger. A vast figure grows from it, a roughly humanoid shape made of fluid darkness and filled with stars. A deep hum issues from it, as though you can hear the sounds of cosmic motion. A low whisper issues forth, not loud but easily heard even from a considerable distance as it fills the room.

*"My essence has touched my spirit, and the wending ways have sought the seven arches. But I am gone, and the conditions do not exist for me to return. You would visit my tomb and rifle my history? Then you must earn that right."*

**Void Golem:** Show the players the Void Golem Illustration handout. The creature speaks with the voice of Nibul, but it is not truly Nibul himself, not even his ghost. This is a golem, an unliving creature of pure mystic power, brought into being by mixing the fluids from the four fountains. Rather than be made of metal or earth, this golem is constructed from the void-space itself, the area between the spaces of reality and

outside the paths of the wendways. This is where Nibul's soul was lost when he was destroyed, and this weak echo of his power uses that unreality to form itself.

### **Void Golem (Neutral) CR 19**

This creature looks like the night sky compressed into a massive humanoid shape. An unnaturally black material like a solid piece of darkness, it is lit from within by twinkling lights and spirals of color, all slowly spinning. Two unwavering eyes of icy blue light fix on you.

Huge Construct

**HD** 205 (30d10+40) **hp** 205

**Init** +9 **Speed** 50 ft. fly (perfect)

**Armor Class** 39, touch 19, flat-footed 34 (+5 Dex, +20 natural, +3 deflection, +3 luck, -2 size)

**Base Attack/Grapple** +22/+37

**Attack** +28 melee (2d10+7/19-20 plus 1d12 cold, slam) or ranged touch +25 (6d12+3)

**Full Attack** +28/+28 melee (2d10+7/19-20 plus 1d12 cold, slam) or ranged touch +25 (6d12+3) or whirlwind attack

**Space/Reach** 15 ft./15 ft.

**SA** Disintegrate, ray, vacuum

**SQ** Darkvision (150 ft.), DR 20/cold iron, immune cold, resist electricity & fire 20, construct traits, magic immunity

**Fort** +13, **Ref** +18, **Will** +19

**Str** 25 **Dex** 20, **Con** -, **Int** 17, **Wis** 18, **Cha** 16

**Feats** Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Great Cleave, Improved

Critical (slam), Improved Initiative, Iron Will, Power Attack, Weapon Focus (slam), Whirlwind Attack

**Skills** Intimidate +21, Hide +15; Knowledge (the planes) +29, Spellcraft +13, Spot +22; Racial modifiers +8 to Knowledge (the planes)

### **Special Abilities**

**Disintegrate (Su):** As per the spell, DC 28, 40d6 damage. The golem can use this effect once every 1d4 rounds, to a maximum number of times per day equal to its Charisma bonus (3).

**Fate and Force (Su):** A void golem gains innate deflection and luck bonuses to AC, and resistance bonuses to all saving throws, equal to its Charisma bonus. (These bonuses have been included above.)

**Folding (Su):** A void golem can teleport itself once every 24 hours by folding in upon its own form. This is treated as greater teleport, except it takes only a swift action to fold itself into nothingness.

**Magic Immunity (Ex):** A void golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the golem as noted below.

- A greater dispel magic spell stuns the golem for 1d6 rounds if it fails a Fortitude save.
- A banishment spell deals 1d6 points of damage to the golem per caster level.
- In addition a void golem that comes in



contact with a rod of cancellation must make a DC 23 Will save or be destroyed in an explosion of positive energy that deals 10d10 to all creatures within 50 feet of it.

**Ray (Su):** As a standard action the void golem can create a ray of pure destruction. This is a ranged touch attack with a maximum range of 1,600 feet. It deals 6d12 points of damage, acts as a force effect, and the golem adds its Charisma bonus to the damage. The golem may do this once every 1d4 rounds.

**Vacuum (Ex):** Once every 1d4 rounds a void golem can generate a 50-foot vacuum, sucking the nearby air into itself. This puts out any fires within the radius, and all living creatures must make a DC 25 Fortitude save or become fatigued for 1d6 hours.

**Combat:** The void golem attacks every living creature within the tomb once it is summoned, but it starts with whoever touched all four fountains. Unlike most golems it is self-willed and cunning, and

can identify potential threats (enemy healers, anyone who successfully harms it significantly, arcane spellcasters) and target them. Whenever it could hit more than 3 targets with a Whirlwind Attack it does so. Otherwise it hits heavily-armored targets with its disintegrate as often as possible, using its ray against hard-to-hit targets between rounds and forming a vacuum in the first two rounds it can do so. (Remember that if a fatigued character is hit by an effect that makes it fatigued it is instead exhausted.)

**Victory:** If the PCs defeat the void golem it fades away. As it does, the same whisper that heralded the golem's arrival issues forth saying the following:

*"You are worthy. My tomb is yours to explore. Learn from my mistakes. Seek godhood. Destroy the Dragon Prince. We shall not meet again in this life."*

After this, anyone still alive when the golem was destroyed gains a few benefits. The teleport barrier from area 496 no longer effects the characters. Neither the golems in area 497 nor the tempests in area 503 attack them, even in future visits. Ka'Ret-Tem in area 499 also ceases to attack the PCs on sight, although its miserable existence means it may still attack them if provoked. However, if treated with respect Ka'Ret-Tem may be willing to strike up conversations with the characters, and though it starts with a neutral attitude, if Diplomacy brings it to friendly it can be convinced to guard items left with it, or even look over the characters as they sleep in its sepulcher.

**Spirit Servants:** By defeating the void golem, in a small way the PCs become part of the Tomb of Nibul, or at least are linked to it in a way no one has ever managed before. The result of this is that the ghost spirits bound here can, potentially, be bound to the PCs instead. If Gaitha the Spear Maiden from area 498 was allowed to leave that area and is still on good terms with the PCs, she is the first to make this offer. In any case every PC who gains victory over the void golem gets an offer from at least one of the spirits trapped by the Well of Chained Spirits. The speech below is the offer as made by Gaitha, the GM is encouraged to use it to craft offers from other spirits.

*"My spirit is bound forever to this mortal plane, but you have taken on the essence of the tomb, and defeated its greatest guardians. Through that act, you have become part of this place, a part I could assist and follow. I would serve you faithfully and well, if you would take me into your service. My form is more spirit than flesh, but I have shape enough to do you aid. Your weapons I can oil, or your armor mend. I can lay out your camp at night, and prepare your trappings each morning. My existence is limited to service, forever and through eternity. That you cannot change. But if you allow me to serve and follow you, my existence shall know more than just the walls of this tomb. Say I am yours, and it shall be so."*

Any character to whom this offer is made need only choose to accept it to gain a permanent spiritual servant. Removed from the tomb the spirits lack the power to fight or even defend themselves effectively, but



they can engage in conversations, do minor tasks, and mend and create useful items.

A spiritual servant acts as a permanent unseen servant as if cast by the character to which the spirit is in service. The spiritual servant can also use the following spell-like abilities with a caster level of 1: mage hand (at will), mending (3/day), fabricate (1/day). The spiritual servant can act as if it had all Craft and Profession skills with a total +10 bonus. (If for some reason it's important to know how good a conversationalist a spiritual servant is, have it make a Craft: Bartender or Profession: Courtesan check with a +10 bonus.) If the spiritual servant is killed, dispelled, or destroyed, it returns to the character at the next dawn.

**Revisit:** Anyone who has not yet earned victory over the void golem is defeated can recreate this encounter by touching all four fountains. Anyone who has defeated the golem no longer gets any special effect from retouching them all, but can now use any one of them to form a portal to Level 18 (specific area to be determined on Level 18 is published). This portal lasts for 1 minute, during which time any character may travel from the fountain to Level 18 and back.

**Connections:** What areas this encounter connects to depends on where it occurs. See the Map of The Tomb of Nibul.

**Pathfinder Conversion:** The Pathfinder version of the void golem is below. Otherwise, no changes are needed in order to run this encounter using Pathfinder.

## Pathfinder Stats

### Void Golem

XP 153,600

Neutral Huge construct

**Init** +9; **Senses** darkvision 150 ft.; Perception +34

#### Defense

**AC** 39, touch 19, flat-footed 34 (+5 Dex, +20 natural, +3 deflection, +3 luck, -2 size)

**hp** 205 (30d10+40)

**Fort** +13, **Ref** +18, **Will** +19

**DR** 20/cold iron; immune cold, construct traits, magic

**Resist** electricity, fire 20; SR 26

#### Offense

**Speed** 50 ft., **fly** 50 ft. (perfect)

**Melee** 2 slams +35 (2d10 +7 plus 1d12 cold)

**Ranged** ray +33 (2d12+3) 100 ft. ranged touch attack

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** disintegrate, portal, ray, vacuum

#### Statistics

**Str** 25 **Dex** 20, **Con** -, **Int** 17, **Wis** 18, **Cha** 16

**Base Atk** +30; **CMB** +39; **CMD** 55

**Feats** Blinding Critical, Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Skill Focus (Fly), Staggering Critical, Stunning Critical, Vital Strike, Whirlwind Attack

**Skills** Fly +35, Intimidate +33, Knowledge (planes) +41, Perception +34, Stealth +35; Racial modifiers +8 to Knowledge (planes).

**Disintegrate (Su):** As per the spell, DC 28, 40d6 damage. The golem can use this effect once every 1d4 rounds, to a maximum number of times per day equal to its Charisma bonus (3).

**Fate and Force (Su):** A void golem gains innate deflection and luck bonuses to AC, and resistance bonuses to all saving throws, equal to its Charisma bonus. (These bonuses have been included above.)

**Folding (Su):** A void golem can teleport itself once every 24 hours by folding in upon its own form. This is treated as greater teleport, except it takes only a swift action to fold itself into nothingness.

**Magic Immunity (Ex):** A void golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the golem as noted below.

- A greater dispel magic spell stuns the golem for 1d6 rounds if it fails a Fortitude save.
- A banishment spell deals 1d6 points of damage to the golem per caster level.
- In addition a void golem that comes in contact with a rod of cancellation must make a DC 23 Will save or be destroyed in an explosion of positive energy that deals 10d10 to all creatures within 50 feet of it.

**Ray (Su):** As a standard action the void golem can create a ray of pure destruction. This is a ranged touch attack with a maximum range of 1,600 feet. It deals 6d12 points of damage, acts as a force effect, and the golem adds its Charisma bonus to the damage. The golem may do this once every 1d4 rounds.

**Vacuum (Ex):** Once every 1d4 rounds a void golem can generate a 50-foot vacuum, sucking the nearby air into itself. This puts out any fires within the radius, and all living creatures must make a DC 25 Fortitude save or become fatigued for 1d6 hours.

## APPENDIX A: MONSTERS & NPCS

### Bronze Cranequinier (Neutral) CR 13

Large Construct

**HD** 18d10+30 **hp** 129

**Init** -1 **Speed** 20 ft.

**Armor Class** 30 (-1 size, -1 Dex, +22 natural), touch 8, flat-footed 30

**Base Attack/Grapple** +12/+28

**Attack** +23 ranged (2d6+5, repeating crossbow)

**Full Attack** +23/+23/+23/+23/+23/+23 ranged (2d6+5, repeating crossbow)

**Space/Reach** 10 ft./10 ft.

**SA** Volley **SQ** Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision, see invisibility

**Fort** +6, **Ref** +5, **Will** +6

**Str** 33, **Dex** 9, **Con** --, **Int** --, **Wis** 11, **Cha** 1

**Skills:** --

**Feats:** --

**Combat**

**Arcane Crossbows (Su):** The bronze cranequinier does not need to take time to reload its six arcane crossbows. Through the gearwork of its arms they automatically reload themselves each round. New ammunition is conjured to keep the cases of the crossbows full (when destroyed, each crossbow has 5 large masterwork repeating crossbow bolts). Because the crossbows are part of the golem

itself, its Strength score is used to determine how hard and accurately they hit, allowing it to add its Strength to attack rolls (rather than Dexterity), and half its Strength score to damage rolls (like a light thrown weapon). Also, it does not suffer attacks of opportunity from making ranged attacks.

The six repeating crossbows of a bronze cranequinier can be sundered. Each has the same AC and DR as the bronze cranequinier itself, and requires 20 hit points to destroy. This damage is separate from the hit points of the bronze cranequinier, destroying its crossbows leaves the creature essentially harmless, but does not reduce the golem's own hit point total.

**Immunity to Magic (Ex):** A bronze cranequinier is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that changes the bronze cranequinier's move rate (such as slow)--but not effects that simply create difficult terrain--causes its interior gears to misconnect and bind, stunning it for 1 round.

A magical attack that deals (Acid) damage heals a bronze cranequinier for 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, the excess hit points are lost.

**See Invisibility (Sp):** Bronze cranequiniers constantly see invisibility, as the spell.

**Volley (Ex):** As a full-round action, a bronze cranequinier can fire each of its crossbows three times, for a total of eighteen attacks. No more than six of these attacks can be directed at a single target. It can do this once every 2d4 rounds.

**Construction:** A bronze cranequinier's body is sculpted from 4,500 pounds of pure bronze, combined with six size Large masterwork repeating crossbows, and then polished with rare tinctures and admixtures costing at least 5,000 gp. Assembling the body requires a DC 30 Craft (armorsmithing) check.

CL 16th; Craft Construct, Weapon Focus (any crossbow), *animate objects*, *magic missile*, *major creation*, *stoneskin*, caster must be at least 16th level; Price 150,000 gp; Cost 80,000 gp + 5,600 XP.

### Rook (Neutral) CR 13

Large Construct

**HD** 18d10+30 **hp** 129 **Init** +3 **Spd** 30 ft.

**Armor Class** 34 (-1 size, -1 Dex, +4 shield, +22 natural), touch 8, flat-footed 34

**Base Attack/Grapple** +12/+28

**Attack** +23 melee (1d10+16, shield ram)

**Full Attack** +23/+23 melee (1d10+16, shield ram)

**Space/Reach** 10 ft./10 ft.

**SA** Shield ram

**SQ** Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, improved initiative, low-light vision, see invisibility, stable, towering shieldman



**Fort +6, Ref +5, Will +6**

**Str 33, Dex 9, Con --, Int --, Wis 11, Cha 1**

**Skills:** --

**Feats:** --

**Combat**

**Immunity to Magic (Ex):** A rook is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals (Cold) damage causes the rook to be slowed (as the spell) for 1d4 rounds.

A magical attack that deals (Fire) damage softens the pewter hide of a rook. The increased flexibility causes it to act as if hasted, but also reduces its damage reduction by 1 point for every level of the fire effect. The change lasts for 1d6 rounds, or until it takes (Cold) damage.

**Improved Initiative (Ex):** The sudden, jerky movement of a rook gives it the same benefits as the Improved Initiative feat, a +4 bonus to initiative checks.

**See Invisibility (Sp):** Rooks constantly see invisibility, as the spell.

**Shield Ram (Ex):** All a rook's attacks are made by ramming foes with its shield-arms. In addition to dealing damage, every successful attack qualifies as a bull rush. A rook does not provoke an attack of opportunity for making this special bull rush, and if it wins the opposed Strength check, the foe is pushed back 5 feet further

than normal and knocked prone. A rook's Strength check for a bull rush is 1d20 + 15.

**Stable (Ex):** The design of a rook makes it extraordinarily stable. It gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

**Towering Shieldman (Ex):** A rook is built to defend other creatures, and each is assigned a type of creature it seeks to defend. The heavy armor and enormous shields of a rook allow it to grant cover to one adjacent creature, as well as reduce the damage that creature takes from area effects by 50%.

**Construction:** A rook's body is sculpted from 6,000 pounds of pewter, two masterwork tower shields, etched with defensive runes using magic acids costing at least 5,000 gp. Assembling the body requires a DC 30 Craft (armorsmithing) check.

CL 16th; Craft Construct, proficiency with the tower shield, *acid arrow*, *animate objects*, *haste*, *mage armor*, *shield*, caster must be at least 16th level; Price 150,000 gp; Cost 80,000 gp + 5,600 XP.

**Ka'Ret-Tem (Neutral)**

**CR 18**

Huge Dragon (Fire, Undead)

**HD** 25d12+125      **hp** 287

**Init** +4 **Speed** 60 ft.

**Armor Class** 32 (2 size, +24 natural), touch 8, flatfooted 32

**Base Attack/Grapple** +12/+28

**Attack** Melee bite +32 (2d8+9)

**Full Attack** Melee bite +32 (2d8+9), 2 claws +30 (2d6+4), 2 wings +30 (1d8+4), tail slap +30 (2d6+13)

**Space/Reach** 20 ft./10 ft. (20 ft, bite only)

**SA** breath weapon, death gaze, frightful presence, spell-like abilities

**SQ** bound, fire subtype, undead subtype, dragon traits, undead traits, DR 10/cold iron, blindsight (120 ft.), keen senses, immunity to fire, immunity to electricity, resist acid 10

**Fort +19, Ref +16, Will +17**

**Str 29, Dex 10, Con 21, Int 16, Wis 17, Cha 6**

**Skills:** Bluff +28, Concentration +30, Diplomacy +28, Escape Artist +25, Listen +28, Scry +28, Search +28, Sense Motive +28, Spellcraft +28, Spot +28

**Feats:** Big Step (new), Combat Reflexes, Great Cleave, Multiattack, Power Attack, Cleave, Improved Initiative, Lightning Reflexes, Perfect Blow (new)

**Spell-Like Abilities:** At will speak with animals; 3/day endure elements (radius 80 ft); 1/day suggestion and control winds.

**Spells Known** (cast 6/7/7/7/6/4; as a level 11 sorcerer): 0--*detect magic*, *resistance*, *detect poison*, *read magic*, *dancing lights*, *ghost sound*, *mage hand*, *open/close*, *mending*; 1--*endure elements*, *mage armor*, *divine favor*, *cure light wounds*, *shield*; 2--*bull's strength*, *cat's grace*, *blur*, *endurance*, *fog cloud*; 3--*haste*, *dispel magic*, *protection from elements*, *slow*; 4--*spell immunity*, *dimension door*, *improved invisibility*; 5--*cloudkill*, *mind fog*.

**Bound (Su):** Ka'Rat-Tem is bound to the Tomb of Nibul. If it ever leaves these chambers, the semi-real dragon would cease to exist. Failing that, no matter how thoroughly it is destroyed, Ka'Ret-Tem reforms in this room after 2d4 days. Only the direct intervention of a god, or the death of Metterak, can prevent this.

**Breath Weapon (Su):** Cone of balefire, 50 feet long, every 1d4 rounds; damage 16d6, Reflex half DC 27. Damage is half fire damage, half force effect. All those in the area are also affected as by the area dispel option of a greater dispel magic spell (CL 20). Ka'Ret-Tem can use a cone of paralysis instead, forcing subjects who fail a Will save to be held (as hold person) for 1d6+8 rounds. Targets who are held get a new saving throw every round, as with hold person.

**Death Gaze (Su):** Death, range 30 feet, Fortitude DC 25 negates. Humanoids who die from this attack are transformed into bodaks 24 hours later. The save DC is Charisma-based.

**Frightful Presence (Ex):** Dragons can unsettle foes with their mere presence. This ability takes effect automatically (radius 240 ft) whenever the dragon uses its breath weapon, attacks, charges, or flies overhead. A potentially affected creature (one with less than 25 HD) that succeeds at a Will save (DC 25) remains immune to that dragon's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with more than 5 HD become shaken for

4d6 rounds. Dragons ignore the frightful presence of other dragons.

**Undead Subtype (Su):** Though Ka'Ret-Tem was never truly alive, and thus cannot truly be either dead or undead, his current state of eternally tormented semi-existence is closer to undeath than any other state. The monstrous creature, in addition to counting as a dragon, counts as an undead for purposes of all spells and abilities. Despite retaining his Constitution score, Ka'Ret-Tem has all the other normal traits and immunities of an undead--immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, and death effects. He is not subject to critical hits, nonlethal damage, ability drain, or energy drain, is immune to damage to its physical ability scores (Strength, Dexterity, and Constitution) and to fatigue and exhaustion effects, and has immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Ka'Rat-Tem is not at risk of death from massive damage, but when reduced to 0 hit points or fewer he is immediately destroyed. He is not affected by raise dead and reincarnate spells or abilities and does not breathe, eat, or sleep.]

### **Pastry Mimic (Chaotic Evil) CR 16**

Large Aberration (Shapechanger) Rogue 10

**HD** 7d8+35+10d6+50      **hp** 151

**Init** +8 **Speed** 10 ft.

**Armor Class** 23 (1 size, +4 Dex, +9 natural), touch 13, flatfooted 23

**Base Attack/Grapple** +5/+13

**Attack** +20 melee (1d8+8, plus 1d6 electricity, plus 1 Con, slam)

**Full Attack** +20/+20 melee (1d8+8, plus 1d6 electricity, plus 1 Con, slam)

**Space/Reach** 10 ft./10 ft.

**SA** Adhesive, crush, sneak attack +5d6

**SQ** Darkvision 60 ft., improved evasion, immunity to acid, improved uncanny dodge, mimic shape, trap sense +3, trapfinding

**Fort** +14, **Ref** +19, **Will** +15

**Str** 24, **Dex** 18, **Con** 20, **Int** 10, **Wis** 16, **Cha** 8

**Skills:** Bluff +15, Climb +23, Disguise +29, Listen +20, Move Silently +21, Sense Motive +9, Spot +20

**Feats:** Alertness, Deceitful, Improved Initiative, Lightning Reflexes, Skill Focus (Disguise), Weapon Focus (slam)

**Possessions:** *amulet of mighty fists* +1 shock, wounding (96,000 gp), *ring of natural armor* +4 (36,000 gp), and *cloak of resistance* +4 (16,000 gp.). The affects of these items are already added into this stat block. (Because the pastry mimic has massive amounts more gear than an NPC of its level should its CR has been boosted from 14 to 16).

**Adhesive (Ex):** A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first.

A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 23 Reflex save. A successful DC 23 Strength check is needed to pry it off.

Strong alcohol dissolves the adhesive, but the mimic still can grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

**Crush (Ex):** A mimic deals 1d8+7 points of damage with a successful grapple check.

**Mimic Shape (Ex):** A mimic can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide doorframe. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check. Of course, by this time it is generally far too late.

## The Tempest (Neutral Evil) CR 15

Huge Undead

**HD** 19d12 **hp** 123

**Init** +2 **Speed** 50 ft. fly (perfect)

**Armor Class** (Ethereal) 28 (-2 size, +2 Dex, +12 natural, +6 armor), touch 10, flatfooted 26

**Armor Class** (Manifested) 20 (-2 size, +2 Dex, +4 Deflection, +6 breastplate), touch 14, flat-footed 16

**Base Attack/Grapple** +14/+36

**Attack** +26 melee (4d6+21/1920, greatsword, ethereal only) or +16 ranged (2d10+11, rock, ethereal only)

**Full Attack** +26/+21/+16 melee (4d6+21/19-20, greatsword, ethereal only) or +16/+11/+6 ranged (2d10+11, rock, ethereal only)

**Space/Reach** 15 ft./15 ft.

**SA** Draining touch (manifested) +16/+11/+6 touch attack (1d4 ability damage), frightful moan (Will DC 22), horrific appearance (60 feet, Fort DC 22, 1d4 Str, Dex and Con damage)

**SQ** Freedom of movement, immunity to electricity, lowlight vision, rock catching, water breathing, manifest, rejuvenation

**Spell-Like Abilities:** 1/day--call lightning (DC 17), chain lightning (DC 20). Caster level 15th; 2/day--control weather, levitate. Caster level 20th. The save DCs are Charisma-based.

**Fort** +11, **Ref** +8, **Will** +13

**Str** 39, **Dex** 14, **Con** --, **Int** 16, **Wis** 20, **Cha** 19

**Skills:** Climb +20, Concentration +22, Craft (weaponsmith) +13, Diplomacy +6, Intimidate +14, Jump +24, Listen +23, Perform (sing) +12, Sense Motive +15, Spot +33, Swim +18

**Feats:** Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack

**Possessions:** Each tempest has a *Huge* +1 ghost touch mithral breast plate.

**Manifestation (Su):** The tempests dwell on the Ethereal Plane and, as ethereal creatures,

they cannot affect or be affected by anything in the material world. When a tempest manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested tempest can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested tempest can pass through solid objects at will, and its own attacks pass through armor. A manifested tempest always moves silently. A manifested tempest remains partially on the Ethereal Plane, where is it not incorporeal. A manifested tempest can be attacked by opponents on either the Material Plane or the Ethereal Plane. The tempest's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting tempest is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting tempest manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested tempest's touch spells don't work on nonethereal targets.

A tempest has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

**Draining Touch (Su):** A tempest that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful



attack, the tempest heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Frightful Moan (Su):** Tempests can emit frightful moans as standard actions, creating a sound like the roar of a massive storm. All living creatures within a 30foot spread must succeed on a DC 22 Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

**Horrific Appearance (Su):** Any living creature within 60 feet that views a tempest must succeed on a DC 22 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same tempest's horrific appearance for 24 hours.

**Freedom of Movement (Su):** Tempests have a continuous freedom of movement ability as the spell (caster level 20th). The effect can be dispelled, but the tempest can create it again on its next turn as a free action.

**Rejuvenation (Su):** It's impossible to destroy a tempest through simple combat: The "destroyed" tempest will restore itself in 2d4 days. Even the most powerful spells are only temporary solutions. The tempests cannot be destroyed permanently until Metterak is killed, or Nibul becomes a god.

**Rock Catching (Ex):** A tempest can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a tempest that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.)

**Turn Resistance (Ex):** A tempest has +4 turn resistance.

**Skills:** Tempests have a +8 racial bonus on Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

**Combat:** The tempests are, as far as they know, indestructible and will fight to the "death" with no concern for their own wellbeing. When they first appear, all three use their frightful moan (forcing all living creatures to make three saving throws), then proceed to pick off survivors with draining touches targeting Constitution (which, combined with their frightful appearance, rarely fails to kill or drive off interlopers). They don't worry about their spell-like abilities unless a foe moves to the ethereal plane, in which case all three tempests target that planar traveler (alternating lightning with rock throwing and melee attacks) until it is dead or gone.

It's important to remember the tempests can overlap one another (even in the ethereal plane they are insubstantial enough to share a space), and can fly through the walls of the tomb with ease. They cannot leave the tomb, but if weakened they happily hide deep in the tomb's rock walls.

## **Void Golem (Neutral) CR 19**

This creature looks like the night sky compressed into a massive humanoid shape. An unnaturally black material like a solid piece of darkness, it is lit from within by twinkling lights and spirals of color, all slowly spinning. Two unwavering eyes of icy blue light fix on you.

Huge Construct

**HD** 205 (30d10+40) **hp** 205

**Init** +9 **Speed** 50 ft. fly (perfect)

**Armor Class** 39, touch 19, flat-footed 34 (+5 Dex, +20 natural, +3 deflection, +3 luck, -2 size)

**Base Attack/Grapple** +22/+37

**Attack** +28 melee (2d10+7/19-20 plus 1d12 cold, slam) or ranged touch +25 (6d12+3)

**Full Attack** +28/+28 melee (2d10+7/19-20 plus 1d12 cold, slam) or ranged touch +25 (6d12+3) or whirlwind attack

**Space/Reach** 15 ft./15 ft.

**SA** Disintegrate, ray, vacuum

**SQ** Darkvision (150 ft.), DR 20/cold iron, immune cold, resist electricity & fire 20, construct traits, magic immunity

**Fort** +13, **Ref** +18, **Will** +19

**Str** 25 **Dex** 20, **Con** -, **Int** 17, **Wis** 18, **Cha** 16

**Feats** Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Great Cleave, Improved Critical (slam), Improved Initiative, Iron Will, Power Attack, Weapon Focus (slam), Whirlwind Attack

**Skills** Intimidate +21, Hide +15; Knowledge (the planes) +29, Spellcraft +13, Spot +22;

Racial modifiers +8 to Knowledge (the planes)

### Special Abilities

**Disintegrate (Su):** As per the spell, DC 28, 40d6 damage. The golem can use this effect once every 1d4 rounds, to a maximum number of times per day equal to its Charisma bonus (3).

**Fate and Force (Su):** A void golem gains innate deflection and luck bonuses to AC, and resistance bonuses to all saving throws, equal to its Charisma bonus. (These bonuses have been included above.)

**Folding (Su):** A void golem can teleport itself once every 24 hours by folding in upon its own form. This is treated as greater teleport, except it takes only a swift action to fold itself into nothingness.

**Magic Immunity (Ex):** A void golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the golem as noted below.

- A greater dispel magic spell stuns the golem for 1d6 rounds if it fails a Fortitude save.
- A banishment spell deals 1d6 points of damage to the golem per caster level.
- In addition a void golem that comes in contact with a rod of cancellation must make a DC 23 Will save or be destroyed in an explosion of positive energy that deals 10d10 to all creatures within 50 feet of it.

**Ray (Su):** As a standard action the void golem can create a ray of pure destruction. This is a ranged touch attack with a maximum range

of 1,600 feet. It deals 6d12 points of damage, acts as a force effect, and the golem adds its Charisma bonus to the damage. The golem may do this once every 1d4 rounds.

**Vacuum (Ex):** Once every 1d4 rounds a void golem can generate a 50-foot vacuum, sucking the nearby air into itself. This puts out any fires within the radius, and all living creatures must make a DC 25 Fortitude save or become fatigued for 1d6 hours.

## PATHFINDER STATS

### BRONZE CRANEQUINIER CR 13

Large Construct (Neutral)

**Init** -1; Senses Perception +0 (darkvision 60 ft., low-light vision, see invisibility)

#### DEFENSE

**AC** 30 (-1 size, -1 Dex, +22 natural), touch 8, flat-footed 30

**hp** 129 (18d10+30)

**Fort** +6, **Ref** +5, **Will** +6

#### OFFENSE

**Spd** 20 ft.

**Ranged** +23/+23/+23/+23/+23/+23  
ranged (2d6+5, repeating crossbow)

**Space/Reach** 10 ft./10 ft.

**SA** Volley

**SQ** Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision, see invisibility

#### STATISTICS

**Str** 33, **Dex** 9, **Con** --, **Int** --, **Wis** 11, **Cha** 1

**Base Atk** +12; **CMB** +24; **CMD** 33

**Skills** --

**Feats** --

#### Combat

**Arcane Crossbows (Su):** The bronze cranequinier does not need to take time to reload its six arcane crossbows. Through the gearwork of its arms they automatically reload themselves each round. New ammunition is conjured to keep the cases of the crossbows full (when destroyed, each crossbow has 5 large masterwork repeating crossbow bolts). Because the crossbows are part of the golem itself, its Strength score is used to determine how hard and accurately they hit, allowing it to add its Strength to attack rolls (rather than Dexterity), and half its Strength score to damage rolls (like a light thrown weapon). Also, it does not suffer attacks of opportunity from making ranged attacks.

The six repeating crossbows of a bronze cranequinier can be sundered. Each has the same CMD and DR as the bronze cranequinier itself, and requires 20 hit points to destroy. This damage is separate from the hit points of the bronze cranequinier, destroying its crossbows leaves it essentially harmless, but does not reduce the golem's own hit point total.

**Immunity to Magic (Ex):** A bronze cranequinier is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that changes the bronze cranequinier's move rate (such as *slow*)--but not effects that simply create difficult terrain--causes its interior gears to misconnect and bind, stunning it for 1 round.

A magical attack that deals acid damage heals a bronze cranequinier for 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, the excess hit points are lost.

**See Invisibility (Sp):** Bronze cranequiniers constantly see invisibility, as the spell.

**Volley (Ex):** As a full-round action, a bronze cranequinier can fire each of its crossbows three times, for a total of eighteen attacks. No more than six of these attacks can be directed at a single target. It can do this once every 2d4 rounds.

## ROOK CR 13

Large Construct (Neutral)

**Init** +3; **Senses** Perception +0 (darkvision 60 ft., low-light vision, see invisibility)

### DEFENSE

**AC** 34 (-1 size, -1 Dex, +4 shield, +22 natural), touch 8, flat-footed 34

**hp** 129 (18d10+30)

**Fort** +6, **Ref** +5, **Will** +6

### OFFENSE

**Spd** 30 ft.

**Melee** +23/+23melee (1d10+16, shield ram)

**Space/Reach** 10 ft./10 ft.

**SA** Shield ram

**SQ** Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, improved initiative, low-light vision, see invisibility, stable, towering shieldman

### STATISTICS

**Str** 33, **Dex** 9, **Con** 0, **Int** 0, **Wis** 11, **Cha** 1

**Base Atk** +12; **CMB** +24; **CMD** 33 (37 against bull rush and trip)

**Skills** -

**Feats** -

### Combat

**Immunity to Magic (Ex):** A rook is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold damage causes the rook to be slowed (as the spell) for 1d4 rounds.

A magical attack that deals fire damage softens the pewter hide of a rook. The increased flexibility cause it to act as if hasted, but also reduce its damage reduction by 1 point for every level of the fire effect. The change lasts for 1d6 rounds, or until it takes cold damage.

**Improved Initiative (Ex):** The sudden, jerky movement of a rook gives it the same benefits as the Improved Initiative feat, a +4 bonus to initiative checks.

**See Invisibility (Sp):** Rooks constantly see invisibility, as the spell.

**Shield Ram (Ex):** All a rook's attacks are made by ramming foes with its shield-arms. In addition to dealing damage, every successful attack qualifies as a bull rush. A rook does not provoke an attack of opportunity for making this special bull rush, and if its CMB check is successful, the foe is pushed back 5 feet further than normal, and knocked prone.

**Stable (Ex):** The design of a rook makes it extraordinarily stable. It gains a +4 bonus to its CMD against bull rush and trip maneuvers.

**Towering Shieldman (Ex):** A rook is built to defend other creatures, and each is assigned a type of creature it seeks to defend. The heavy armor and enormous shields of a rook allow it to grant cover to one adjacent creature, as well as reduce the damage that creature takes from area effects by 50%.

## KA'RET-TEM CR 18

Gargantuan dragon (fire, undead) (Neutral)

**Init** +3; **Senses** dragon senses; Perception +33

**Aura** frightful presence (240 ft., DC 26)

### DEFENSE

**AC** 31, touch 5, flatfooted 31 (1 Dex, +26 natural, 4 size)

**hp** 250 (20d12+120)

**Fort** +18, **Ref** +11, **Will** +18

**DR** 10/cold iron; Resist acid 10; Immune fire, electricity, paralysis, sleep, undead traits



## OFFENSE

**Speed** 60 ft.

**Melee** bite +26 (4d6+15/19-20), 2 claws +26 (2d8+10), tail slap +24 (2d8+15), 2 wings +24 (2d6+5)

**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)

**Special Attacks** death gaze (30 ft., DC 26 Fort negates), breath weapon (60-ft. Cone, DC 26, 8d6 fire, 8d6 force, greater dispel magic), breath weapon (60-ft. Cone, DC 26, hold person), tail sweep (2d6+15, DC 26)

**Spell-Like Abilities** (CL 20th; concentration +26)

**At will**--*create food and water, detect thoughts* (DC 18), *fog cloud, speak with animals*

**Sorcerer Spells Known** (CL 11th; concentration +17)

5th (5/day)--*cloudkill, mind fog*

4th (7/day)--*spell immunity, dimension door, improved invisibility*

3rd (7/day)--*haste, dispel magic, protection from elements, slow*

2nd (8/day)--*2-bull's strength, cat's grace, blur, endurance, fog cloud*

1st (8/day)--*endure elements, mage armor, divine favor, cure light wounds, shield*

0 (at will)--*detect magic, detect poison, light, mage hand, mending, message, read magic, resistance, prestidigitation*

## STATISTICS

**Str** 31, **Dex** 8, **Con** 23, **Int** 22, **Wis** 23, **Cha** 22

**Base Atk** +20; **CMB** +34; **CMD** 43 (47 vs. trip)

**Feats** Alertness, Big Step (new feat), Cleave, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Multiattack, Perfect Blow (new feat), Power Attack, Vital Strike

**Skills** Diplomacy +29, Fly +8, Handle Animal +26, Intimidate +29, Knowledge (arcana, geography, history) +29, Perception +33, Sense Motive +33, Spellcraft +29, Stealth +10, Swim +41; Racial Modifiers +8 Swim

**Languages** Aquan, Common, Draconic, Elven, Gnome, 2 more

**Special Qualities** bound, fire subtype, undead subtype, dragon traits, undead traits, DR 10/cold iron, blindsight (120 ft.), keen senses, immunity to fire, immunity to electricity, resist acid 10

## SPECIAL ABILITIES

**Bound (Su):** Ka'Rat-Tem is bound to the Tomb of Nibul. If it ever leaves these chambers, the semi-real dragon would cease to exist. Failing that, no matter how thoroughly it is destroyed, Ka'Ret-Tem reforms in this room after 2d4 days. Only the direct intervention of a god, or the death of Metterak, can prevent this.

**Breath Weapon (Su):** Cone of balefire, 50 feet long, every 1d4 rounds; damage 8d6, Reflex half DC 26. Damage is half fire damage, half force effect. All those in the area are also affected as by a greater dispel magic spell (CL 20). Ka'Ret-Tem can use a cone of paralysis instead, forcing subjects who fail a Will save to be held (as hold person) for 1d6+8 rounds. Targets who are held get a new saving throw every round, as with hold person.

**Death Gaze (Su):** Death, range 30 feet, Fortitude DC 26 negates. Humanoids who die from this attack are transformed into bodaks 24 hours later. The save DC is Charisma-based.

**Frightful Presence (Ex):** Dragons can unsettle foes with their mere presence. This ability takes effect automatically (radius 240 ft) whenever the dragon uses its breath weapon, attacks, charges, or flies overhead. A potentially affected creature (one with less than 25 HD) that succeeds at a Will save (DC 25) remains immune to that dragon's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with more than 5 HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

**Undead Subtype (Su):** Though Ka'Ret-Tem was never truly alive, and thus cannot truly be either dead or undead, his current state of eternally tormented semi-existence is closer to undeath than any other state. The monstrous creature, in addition to counting as a dragon, counts as an undead for purposes of all spells and ability. Despite retaining his Constitution score, Ka'Ret-Tem has all the other normal traits and immunities of an undead.

## Perfect Blow

Efforts to avoid the monster's attacks of opportunity usually fail.

**Prerequisites:** 16+ HD, natural reach greater than 10-feet, Combat Reflexes

**Benefit:** Once per round, when a foe takes an action that would normally provoke an attack of opportunity from the monster, and no attack is provoked due to a skill check, feat, spell or other ability the foe possesses, the monster may make a CMB check against the target. On a successful check, the monster may take an attack of opportunity on the target.

## **PASTRY MIMIC CR 16**

XP 76,800

CE Large aberration (shapechanger) Rogue 10

**Init** +5; **Senses** darkvision 60 ft.; **Perception** +14

### **DEFENSE**

**AC** 23, touch 14, flatfooted 18 (+4 Dex, +9 natural, +1 dodge, -1 size)

**hp** 178 (7d8+35+10d8+50+17)

**Fort** +14, **Ref** +19, **Will** +15

**Immune** acid

### **OFFENSE**

**Speed** 10 ft.

**Melee** slam +10 (2d6+6, plus adhesive, plus 1d6 electricity, plus +1 bleed)

**Special Attacks** constrict (slam, 2d6+6), sneak attack +5d6

### **STATISTICS**

**Str** 24, **Dex** 18, **Con** 20, **Int** 10, **Wis** 16, **Cha** 8

**Base Atk** +12; **CMB** +19; **CMD** 33 (can't be tripped)

**Feats:** Blind-Fight, Combat Reflexes, Critical Focus, Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Toughness, Weapon Focus (slam)

**Skills:** Appraise +13, Climb +27, Disguise +19 (+39 when mimicking objects), Escape Artist +17, Knowledge (Dungeoneering) +20, Perception +26, Sense Motive +16, Stealth +17; Racial Modifiers +20 Disguise when mimicking objects

### **Languages** Common

**SQ** improved evasion, improved uncanny dodge, major magic (mage armor), minor magic (detect magic), mimic object, resiliency, surprise attack, trapfinding, trap sense +3

### **SPECIAL ABILITIES**

**Adhesive (Ex):** A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 17 Reflex save. A successful DC 17 Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

**Mimic Object (Ex):** A mimic can assume the general shape of any Large object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size,

though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a mimic.

## **TEMPEST CR 15**

NE Huge Undead

**Init** +2; **Senses** Darkvision (60 feet), Low-Light Vision; **Perception** +35

### **DEFENSE**

**AC** 20, touch 14, flat-footed 18 (+6 armor, +2 Dex, -2 size, +4 deflection)

**hp** 161 (19d8+76)

**Fort** +15, **Ref** +8, **Will** +13

**Defensive Abilities** Channel Resistance +4, Incorporeal, Rejuvenation, Rock Catching; Immune critical hits, electricity, precision damage, Undead Traits

### **OFFENSE**

**Spd** 35 ft., **Flight** (30 feet, Perfect), **Swimming** (30 feet)

**Melee** Masterwork Greatsword +15/+10/+5 (4d6+3/17-20/x2) and

Slam x2 (Giant, Storm) +9 x2 (2d6+1/20/x2)

**Ranged** Longbow, Composite (Str +14) +12/+7/+2 (3d6+2/20/x3)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** Corrupting Gaze (DC 23), Corrupting Touch 15d6 (DC 23), Draining Touch, Frightful Moan (DC 23), Telekinesis

**Spell-Like Abilities** Call Lightning (1/day), Chain Lightning (1/day), Control Weather (2/day), Freedom of Movement (Constant), Levitate (2/day)

## STATISTICS

**Str** -, **Dex** 14, **Con** -, **Int** 16, **Wis** 20, **Cha** 19

**Base Atk** +14; **CMB** +18 (+20 Bull Rushing+20 Sundering); **CMD** 34 (36 vs. Bull Rush36 vs. Sunder)

**Feats** Awesome Blow, Cleave, Combat Reflexes (3 AoO/round), Improved Bull Rush, Improved Critical: Greatsword, Improved Sunder, Improved Vital Strike, Iron Will, Power Attack -4/+8, Vital Strike

**Skills** Acrobatics +18, Climb +5, Craft: Enter Choice +11, Escape Artist -1, Fly +11, Intimidate +22, Perception +35, Perform: Sing +14, Ride -1, Sense Motive +27, Stealth -1, Swim +10

**Languages** Auran, Common, Draconic, Giant

**SQ** Water Breathing (Ex)

**Combat Gear** Masterwork Breastplate, Masterwork Greatsword, Longbow, Composite (Str +14);

## ECOLOGY

**Environment** Any warm

**Organization** Solitary or family (2-5 plus 1 sorcerer or cleric of 7th-10th level, 1-2 rocs, 2-6 griffons, and 2-8 sharks)

**Treasure** Standard (mwk breastplate, mwk composite longbow [+14 str bonus] with 20 arrows, mwk greatsword, other treasure)

## SPECIAL ABILITIES

**Awesome Blow** You can deliver a blow that sends your target flying.

**Channel Resistance** +4 +4 bonus to save vs. Channel Energy.

**Cleave** If you hit your first target, attack an adjacent target at the same attack bonus in exchange for -2 AC.

**Combat Reflexes (3 AoO/round)** You may make up to 3 attacks of opportunity per round, and may make them while flat-footed.

**Corrupting Gaze (DC 23) (Su)** Gaze attack deals 2d10 HP + 1d4 CHA.

**Corrupting Touch 15d6 (DC 23) (Su)** 15d6 damage from Touch attack.

**Darkvision (60 feet)** You can see in the dark (black and white vision only).

**Draining Touch (Su)** Touch attack deals 1d4 from a selected ability score and heals 5HP for the ghost.

**Flight (30 feet, Perfect)** You can fly!

**Frightful Moan (DC 23) (Su)** 30' spread panicks living creatures for 2d4r.

**Immunity to Critical Hits** You are immune to Critical Hits

**Immunity to Electricity** You are immune to electricity damage.

**Immunity to Precision** Damage You are immune to Precision Damage

**Improved Bull Rush** Bull Rush at +2 to push back. No attack of opportunity.

**Improved Sunder** You Sunder at +4 and don't cause an attack of opportunity.

**Incorporeal (Ex)** You aren't quite here.

**Low-Light Vision** See twice as far as a human in low light, distinguishing color and detail.

**Power Attack** -4/+8 You can subtract from your attack roll to add to your damage.

**Rejuvenation (Su)** Ghosts can return after a few days.

**Rock Catching (Ex)** You can catch rocks that are thrown at you with a successful Reflex save.

**Swimming (30 feet)** You have a Swim speed. Telekinesis (Su) Use Telekinesis every 1d4 rounds.

**Undead Traits** Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects)

**Vital Strike** Standard action: x2 weapon damage dice.

**Water Breathing (Ex)** Storm giants can breathe water as well as air.

## Void Golem

XP 153,600

Neutral Huge construct

**Init** +9; **Senses** darkvision 150 ft.; Perception +34



## Defense

**AC** 39, touch 19, flat-footed 34 (+5 Dex, +20 natural, +3 deflection, +3 luck, -2 size)

**hp** 205 (30d10+40)

**Fort** +13, **Ref** +18, **Will** +19

**DR** 20/cold iron; immune cold, construct traits, magic

**Resist** electricity, fire 20; **SR** 26

## Offense

**Speed** 50 ft., **fly** 50 ft. (perfect)

**Melee** 2 slams +35 (2d10 +7 plus 1d12 cold)

**Ranged** ray +33 (2d12+3) 100 ft. ranged touch attack

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** disintegrate, portal, ray, vacuum

## Statistics

**Str** 25 **Dex** 20, **Con** -, **Int** 17, **Wis** 18, **Cha** 16

**Base Atk** +30; **CMB** +39; **CMD** 55

**Feats** Blinding Critical, Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Skill Focus (Fly), Staggering Critical, Stunning Critical, Vital Strike, Whirlwind Attack

**Skills** Fly +35, Intimidate +33, Knowledge (planes) +41, Perception +34, Stealth +35; Racial modifiers +8 to Knowledge (planes).

**Disintegrate (Su):** As per the spell, DC 28, 40d6 damage. The golem can use this effect once every 1d4 rounds, to a maximum

number of times per day equal to its Charisma bonus (3).

**Fate and Force (Su):** A void golem gains innate deflection and luck bonuses to AC, and resistance bonuses to all saving throws, equal to its Charisma bonus. (These bonuses have been included above.)

**Folding (Su):** A void golem can teleport itself once every 24 hours by folding in upon its own form. This is treated as greater teleport, except it takes only a swift action to fold itself into nothingness.

**Magic Immunity (Ex):** A void golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the golem as noted below.

- A greater dispel magic spell stuns the golem for 1d6 rounds if it fails a Fortitude save.
- A banishment spell deals 1d6 points of damage to the golem per caster level.
- In addition a void golem that comes in contact with a rod of cancellation must make a DC 23 Will save or be destroyed in an explosion of positive energy that deals 10d10 to all creatures within 50 feet of it.

**Ray (Su):** As a standard action the void golem can create a ray of pure destruction. This is a ranged touch attack with a maximum range of 1,600 feet. It deals 6d12 points of damage, acts as a force effect, and the golem adds its Charisma bonus to the damage. The golem may do this once every 1d4 rounds.

**Vacuum (Ex):** Once every 1d4 rounds a void golem can generate a 50-foot vacuum, sucking the nearby air into itself. This puts out any fires within the radius, and all living creatures must make a DC 25 Fortitude save or become fatigued for 1d6 hours.

## APPENDIX B: MAGIC & FEATS

### SPELLS

#### Balefire

Evocation [Fire, Force]

**Level:** Arches 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** 20 ft. radius spread

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

A balefire spell is an explosion of flame and magic that detonates with a howl and deals 1d6 points of damage per caster level (maximum 15d6) to every creature within the area. Half this damage is fire damage and half is an untyped force effect. Unattended objects also take this damage. The explosion creates almost no pressure. The ongoing spell-like and supernatural effects associated with any creature killed by balefire end immediately (including those without durations, such as curses and permanent spells, but not including magic items they have created).

If the damage caused to an interposing barrier shatters or breaks through it, the balefire continues beyond the barrier if the area permits and continues to deal full damage (as if the barrier had not existed); otherwise it stops at the barrier just as any other spell effect does.

#### Wend

Conjuration (teleportation)

**Level:** Arches 5

**Casting Time:** 1 swift action

As dimension door, except as noted above, and use of this spell is not blocked by dimensional anchor or similar magics.

#### Wend of Opposition

Conjuration

**Level:** Arches 9

**Components:** V, S, M

**Casting Time:** 1 full round

**Range:** Close (25 ft. +5 ft./2 levels)

**Effect:** One duplicate creature

**Duration:** 1 round/10 levels

**Saving Throw:** None

**Spell Resistance:** No

This spell creates a duplicate of a target creature within range. The duplicate is an example of what the target creature would have been like if it had made different life choices and taken different paths in its life (in most cases, the duplicate has made choices diametrically opposed to the ones that the target creature did). The duplicate's alignment is exactly the opposite of the target creature, and its only desire during its brief existence is to destroy the creature upon which it is based. The duplicate has all the attributes, spells, and abilities of the creature it is based on.

Once created, the duplicate is not limited by the spell's range. However, its existence is transitory, as are most of the actions it takes. When this spell's duration ends, the duplicate

and all its items and spell effects cease to exist. The sole exception to this is damage dealt by the duplicate (including ability damage and drains) during its existence.

**Material Component:** Powdered diamond dust worth 100 gp per HD of the target creature.

#### Wending Weapons

Evocation [Force]

**Level:** Arches 3

As magic missile, except as noted above, and you do not need line of sight or even line of effect to your target. As long as you are aware of your target's location (as by scrying, for example) you can attack it with this spell. The magic force bolts teleport through any interposing barrier, as necessary.

**Connections:** This area connects to area 498 and area 501. See the Map of the Tomb of Nibul.

**Pathfinder Conversion:** The Pathfinder version of Ka'Ret-Tem and the Perfect Blow feat are presented below. Otherwise, no further changes are needed to run this encounter and make use of the new material while playing Pathfinder.

### ITEMS

#### Warden's Shield

This +3 *heavy steel shield* appears to be made of silver and crystal. Once a day, on command, it can cast *forcecage* at the wearer's direction.

Strong evocation; CL 13th; Craft Magic Arms and Armor, *forcecage*; Price 45,500 gp; Cost 22,750 gp + 1,820 XP.

## FEATS

### Big Step

The creature's size and long limbs let it shift a greater distance safely.

**Prerequisite:** Natural reach greater than 5-feet.

**Benefit:** When the monster takes a 5-foot step, it can actually move as far as it's natural reach.

### Perfect Blow

Efforts to avoid the creature's attacks of opportunity usually fail.

**Prerequisites:** 16+ HD, natural reach greater than 10-feet, Combat Reflexes

**Benefit:** Once per round, when a foe takes an action that would normally provoke an attack of opportunity from the creature but no attack is provoked due to a skill check, feat, spell, or other ability the foe possesses, the creature may make an opposed level check (1d20 + HD or level) check against the target. On a successful check, the creature may take an attack of opportunity on the target.

### Wend Strike

You have learned to strike through the paths between the spaces of reality.

**Prerequisites:** Access to at least 1 day of study with a master of wending, character level 12.

**Benefit:** You can shove a weapon, fang, or fist through the edges of the wendways, to strike at foes beyond your normal reach. As a standard action, you may make a single

melee attack with a reach of 30 feet. When you do this your weapon spends some time in the spaces between realities, and as a result you do not threaten any area with that melee weapon until the beginning of your next turn.

### Wend Walk

You have learned to walk through the paths between the spaces of reality.

**Prerequisites:** Access to at least 1 day of study with a master of wending, character level 12.

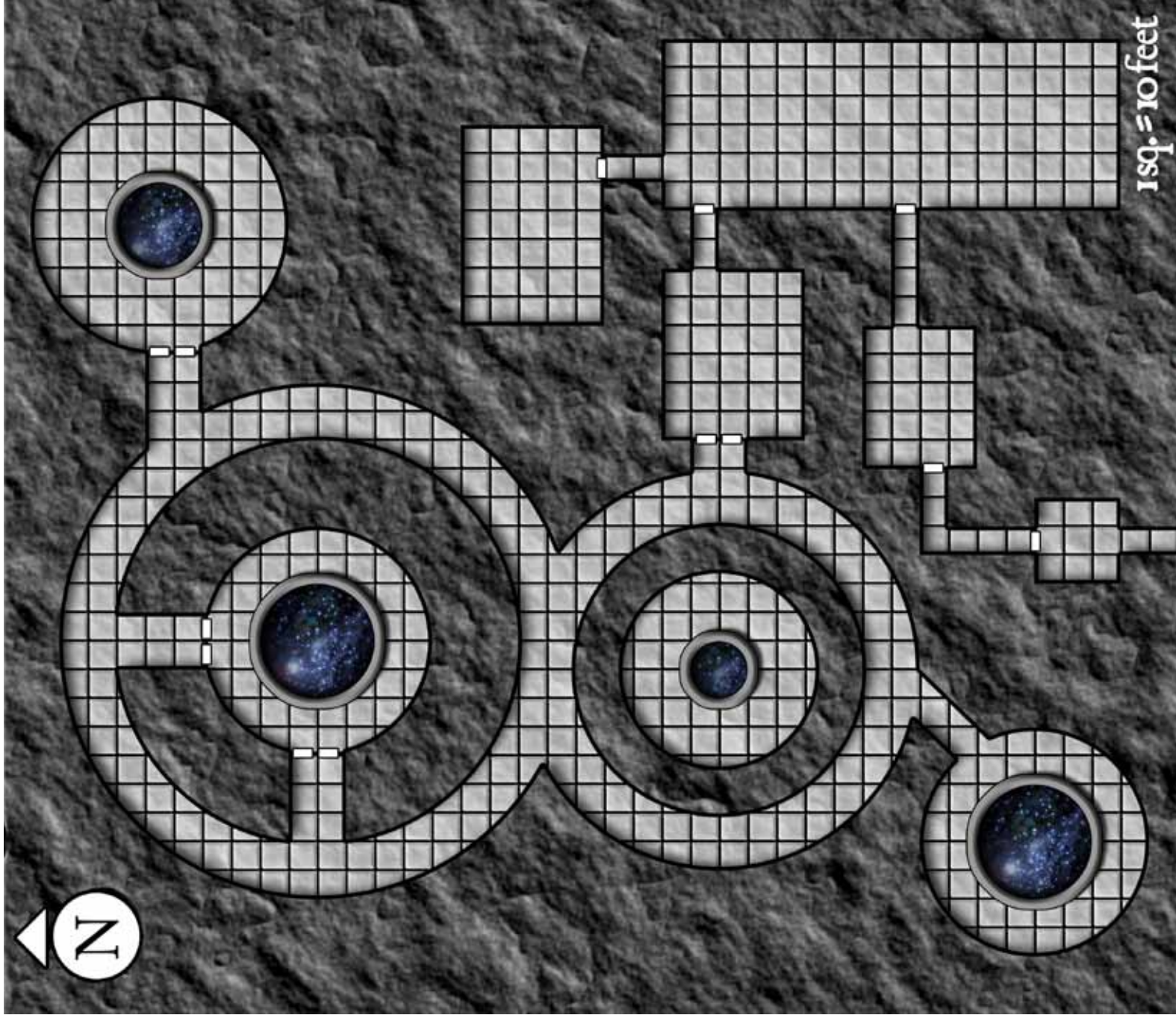
**Benefits:** You may wend once per day, plus one additional time for every 10 character levels or hit dice you have. This acts like the dimension door spell, except it takes a move action, does not prevent you from taking further actions this round, and works even through force effects or while you are subject to a dimensional anchor or similar magic. Wend walking counts as a supernatural ability.



## APPENDIX C: HANDOUTS









## APPENDIX D: GLOSSARY

The following terms are referenced in various places throughout Dragon's Delve.

**Anra Saddana:** Female human that serves as Lord Mayor of Brindenford. She's also a business owner in the town. Pronounced "Ann-Rah Sah-donah" See the Gathering Hall for more information.

**Baine Strongbow:** A paladin that once aided the town of Brindenford. Although slain by assassins, his soul is held within his sword, which lies somewhere on Level 5. See also The Paladin's Sword.

**Bargelos:** A draconic descendant of Metterak that dwells on Level 10 of the dungeon. "Cursed" to be a gold dragon rather than a red. Hated enemy of Theophrastus. Pronounced "Bar-gell-oss."

**Barzonyn DuMair:** A human necromancer that has taken up residence in Terregaunt's Tower. She is a close friend of Jarla Vreech. Pronounced "Bar-zohn-in Dew-Mayr"

**Beast God:** A relatively minor god of ferocity and blood. Dark and savage, the Beast God calls upon the primal, bestial nature of his followers, encouraging them to revel in blood and violence.

The Beast God is Chaotic Evil. His domains are Chaos, Evil, and Destruction. His favored weapon is a battle axe.

**Belestros:** A god of strength, stone, and all things tangible. Belestros' followers are practical and usually live off of some natural resource, such as farmers, herders,

or miners. For more information, see The Temple of Belestros.

Belestros is Lawful Neutral. His domains are Law, Strength, and Earth. His favored weapon is the mace or cudgel.

**Bestial Host:** A strange religious cult dedicated to a deity known simply as the Beast God. The host is a mixture of goblins, kobolds, hobgoblins, orcs, bugbears, and degenerate humans (basically, Neanderthals). They emulate the savagery of their god and usually fight with little fear of pain or death. Not all the members of the host speak the same language, but most speak either Common or Goblin. See also Using the Bestial Host.

**Bethirion:** Elven knight that served the Red Saint and ultimately betrayed him. Pronounced "Beth-ee-ree-on."

**Birshwar:** Half-dragon cleric that reveres Metterak and builds shrines around the twelve secret sigils that he finds.

**Bluesteel Doors:** Occasionally, delvers report coming upon strange "bluesteel" doors, so named because they are made of steel with a distinct bluish tint. These doors are sealed and particularly sturdy; one cannot open them by normal magical means, such as a knock spell. They have no lock to pick. Instead, each door will open to a specific word. Sometimes, those who search can find the key word hidden in a nearby relief carved in the wall or scrawled upon a stone. Other times, they must discover it through separate investigation or divination.

Typical bluesteel doors are 3 inches thick with a hardness of 12, 120 hit points, and a break DC of 31.

**Brindenford:** A small town in what is now called the Fallen Duchy. Brindenford lies near the ruined Chordille Keep, and the numerous entrances to the dungeons underneath it. For more information, see Surrounding Environs.

**Captain Darkblood:** Undead pirate captain and self-proclaimed "Pirate King" on Khorant. Discovered the secret of sailing safely to the island.

**Caval the Conjurer:** One of the Mages Four, this human male wizard specialized in conjuration spells and summoning tricks. Pronounced "Cav-el."

**Chaster:** Halfling wizard that was once an adventurer exploring Dragon's Delve, now a thrall of the Font of Dreams. He can be found in area 42 or area 58.

**Chordille Keep:** The home of Duke Bryson Chordille, razed about 100 years ago. It stood above Dragon's Delve and connected with Level 1. The ruins are still visible, although there is little left. Potentially reappears as a ghostly keep after the Ghost Door is activated on Level 8.

**Crasien:** Tiefling wizard on Level 7 of Dragon's Delve with many half-fiends under his control. He can be found in area 225. Pronounced "Crass-ee-ehn."

**Croshof:** The butler of Duke Bryson Chordille. He was faithful to the duke, but knew of Duchess Andra Chordille's evil

schemes. He is now a ghost in Chordille Keep. Pronounced "Crosh-off."

**Czarzem the Wicked:** A unique demon that appears to be a man composed entirely of living, buzzing flies. Can be found on Level 7. Pronounced "S-zar-zem."

**Dagon:** One of many "old ones" worshipped by the ancient Khorantians. Today his cult has been resurrected using the name "The Shark God."

Dagon is Chaotic Evil. His domains are Evil, Chaos, and Water. His favored weapon is a spear. Pronounced "Day-gon."

**Devil's Maw:** An old cave from which an underground river flows into the River Turant. Most locals consider the cave to be a place to avoid--haunted, cursed, or otherwise possessed of ill magic.

**Dorana:** The dangerous water deity representing the threat and the vengeance of nature. Dorana is the Chaotic Neutral goddess of the sea and vengeance and, to a limited extent, all conflict and even war. She is revered by all those in and on the sea as well as by fighters and some paladins. See the Temple of the River Gods.

Her domains are Air, Chaos, and Water. Her favored weapon is the longsword and her symbol is a wave pierced by a lightning bolt. Pronounced "Door-an-ah."

**Drathos:** An evil, domineering fighter living on Level 5 of Dragon's Delve.

**Duchess Andra Chordille:** Wife of Duke Bryson Chordille. Secretly, she revered Rivenyk.

**Duke Bryson Chordille:** Dead ruler of what is now called the Fallen Duchy. Pronounced "Cor-deel."

**Entropy Engine:** A huge magical artifact created by the Mages Four to harness some of the ambient magical energies found in the lower levels. The Entropy Engine is currently malfunctioning and leaking energy.

**Erralak:** Ocular tyrant that serves Bargelos. Erralak has a shaft that connects Levels 1, 2, 5, 7, 8, and 10. Pronounced "Air-uh-lack."

**Erro Mansan:** The sheriff in Brindenford--a human fighter of considerable skill. Pronounced "Air-oh Man-san." See The Gathering Hall for more information.

**Essoch and Enaul:** These gods are twins who use the river's power to mirror the stream of time, with its many branches and forks. Enaul is the Lawful Neutral god of cities and civilization (bards often worship him), while his brother Essoch is the Chaotic Neutral patron of the wilderness and the primal aspects of all people (thus appealing to druids, barbarians, and even rangers). The brothers make for interesting patrons of the different aspects of elven nature. See the Temple of the River Gods.

Enaul's domains are Travel, Knowledge, and Law. His favored weapon is the rapiera and his symbol is an hourglass and an arrow. Essoch's domains are Chaos, Animal, and Strength. His favored weapon is the staff and his symbol is a staff hooked around a crescent moon. Pronounced "Eess-ock" and "Ee-nawl."

**Eulalai Pujalt:** Halfling wizard friend of Serrestique who was a prisoner of the demons on Level 7 for a very long time. Can be found in area 217. Pronounced "Yoo-lal-eye Poo-jalt."

**Fallen Duchy:** Once known as the verdant and flourishing Duchy of Chordille, this remote and sparsely populated region is now without a ruler.

**Felstor Knoveli:** A half-elven sage in Brindenford. See Felstor Knoveli, Master Sage for more information.

**Font of Dreams:** Magical fountain on Level 2 that controls creatures through their dreams. This fountain was originally created by the Mages Four. The font can be found in area 62. See also Fights and Dreams.

**Gardok:** A wealthy farmer living just on the outskirts of Brindenford who is a high-ranking member of the Venom Cult. His full name is Devin Gardok, but everyone just knows him as Gardok. Pronounced "Gardock."

**Ghost Door:** A metaphysical construct created by the ghost of Duchess Andra Chordille on Level 8 of the dungeon to give herself and her home a new "life." This magical creation, as a side effect, draws the attention of ghosts and spirits throughout the region.

**Glarias, the Moon Goddess:** A minor goddess worshipped in the lands surrounding the Fallen Duchy and revered there in its heyday. Glarias presides over the moon, so while she is not an evil goddess,

she uses shadow (and even darkness) as well as light as both tools and raiment. When she was captured and imprisoned by the Dragon Prince, her godly power was given to the Beast God.

**Glarias** is Chaotic Good. Her domains are Good, Knowledge, and Luck. Her favored weapon is mace. Pronounced "Glah-ree-as."

**Harrud:** Brother Harrud is the priest of Belestros in Brindenford. He is an opponent of the power structure of the town. For more information, see The Temple of Belestros.

**Hell coins:** Reddish-gold coins with faces of the tormented upon them, these perverse coins are minted by demons and devils and contain doomed souls. Worth 200 gp to a fiend, 10 gp to others (or 0 gp to those who find such things abhorrent). Also known as "hell money." See Area 205 for more.

**Iamon:** Ancient god who died in a divine war in the very earliest days of the world. His corpse fell to earth and is now buried deep below what is now Dragon's Delve. The ambient energies radiated by the corpse are the source of "chaos magic" that affects many sites in the dungeon. Pronounced "Ee-ay-mon."

**Iris Gellow:** High priestess of the temple of Vune. See the Temple of Vune for more information. Pronounced "Eye-ris Gell-oh."

**Jamissan:** Greatest of the Warrior Bards of the South, Jamissan is known to have found and created many unique magical items.

**Jarla Vreech:** Blackguard that has taken up residence in Terregaunt's Tower. Close

friend of Barzonyn DuMair. Pronounced "Jar-lah Vreech."

**Jaskon Tully:** Miller in Brindenford. He is secretly a high-ranking member of the Venom Cult.

**Jumanik:** Satyr cleric-bard from centuries ago, Jumanik loved puzzles. He lived in Dragon's Delve for many years. Pronounced "Ju-man-ick."

**Kelmanosh:** Distant land whose high king technically rules over the Lost Duchy. (In truth, the former duchy is a remote region all but forgotten by the outside world.) Pronounced "Kell-man-osh."

**Khorant:** A distant island reachable through a magical gate on Level 5 of Dragon's Delve. No other means exists to reach this mysterious locale located somewhere on the Sea of Eternal Storms.

**Khorantians:** An ancient folk native to the island of Khorant. Although originally elvenkind, the foul practices and ceremonies they conducted eventually turned them into a degenerate piscine race, akin to sharks.

**Kulaj:** The creator goddess of the pantheon of the River Gods, she represents the source of the Celestial River. She is the mother of all the other gods in the pantheon. Kulaj is the creator deity and the patron of farmers, artisans, and most of the common people, as well as gnomes and halflings. She is also the goddess of magic, and thus of wizards and sorcerers. See the Temple of the River Gods.

Kulaj is Lawful Neutral. Her domains are Law, Magic, and Plants. Her symbol is a hand that appears to hold a mountain

range in the palm. Her weapon is a mace. Pronounced "Koo-lahj."

**Lissandera the Enchanter:** One of the Mages Four, this female human wizard loved various enchantment spells and also excelled in alchemy and magic item creation. Pronounced "Lis-an-dayr-ah."

**Logger's Guild:** Guild of foresters and loggers active in Brindenford and north of the town. The group has frequent disputes with the elves of the northern woods. See also the Logger's Landing.

**Lord Darrulm:** Leader of the grahlus in the Grahlus Fort on the island of Khorant.

**Lord Saral:** A powerful fighter who explored and eventually lived in Dragon's Delve. He was an expert of weapons of all kinds and led a legion of soldiers and creatures at one time. Pronounced "Sayr-al."

**Lost Shepherd:** A tavern in Brindenford owned by a former adventurer. This tavern draws most of those interested in exploring Dragon's Delve.

**Lost Temple:** An old temple of Glarias somewhere deep in the woods about three miles southwest of Brindenford. Some lingering magic of the imprisoned goddess keeps it hidden from the forces of the Beast God who would love to claim it.

**Mages Four:** A group of four aligned mages of infamous power. Centuries after Queen Ryssa's people overthrew her and abandoned the dungeon, they claimed most of it for themselves. They built the Entropy Engine, among other powerful artifacts.



**Mallock:** This god represents the treachery of a river that appears to be a gentle stream one moment, but becomes dangerous rapids the next. Mallock is the dark god whose deceptive nature makes him appealing to some rogues. See Temple of the River Gods.

He is Lawful Evil, and his domains are Evil, Law, and Trickery. His favored weapon is the dagger and his symbol is a serpent entwined around a crescent moon. Pronounced "Mal-ock."

**Master Mui Yan:** An infamously skilled warrior who teaches fighting secrets in a hidden dojo deep in Dragon's Delve. Pronounced "Mwee Yahn."

**Metterak:** The self-styled Prince of Dragons, this red dragon is one of the most infamous wyrms in all the world. He reportedly lairs deep within Dragon's Delve (in fact, that's what gives the place its name). Pronounced "Met-er-ak."

**Moontree:** A huge tree located in Chordille Keep, sacred to Glarias. It eventually became tainted with evil. Even though the tree was chopped down, its roots live on in the dungeon.

**Nag:** A minor god of serpents and poison. Nag appears to be a giant cobra made of darkness. He is revered by the Venom Cult and a few serpentine creatures (nagas, for example). His mate is Nagaina, and they are frequently worshipped together, although Nagaina is never mentioned without Nag. See Level 6: Domain of the Venom Cult.

Nag is Lawful Evil. His domains are Evil, Knowledge, and Death. His favored weapon

is a very long, curved knife (a short sword). Pronounced "Nog" and "Nog-ah-eena."

**Nibul of the Seven Arches:** A mysterious magical being that traveled with Lord Saral when he explored Dragon's Delve. Nibul was slain by Metterak. Pronounced "Nie-bull."

**Old Man's Tunnel:** An entrance into the dungeon via a natural tunnel that runs just south of Brindenford into Level 6 of Dragon's Delve. Although most of the locals have heard of it, very few know where it can be found or if it's real.

**Orr:** A fabled wizard-priest whose tomb lies hidden in Dragon's Delve. Pronounced "Or."

**Phaedor Rhendelmar:** A half-elven druid most believe to have been mad. In ages past, he attempted to create methods to grow plants underground and tested his theories in Dragon's Delve.

**Pholaen the Worldweaver:** An elven wizard and member of the Mages Four. He has a mobile laboratory deep in the dungeon. Pronounced "Fo-layn."

**Pit in the Woods:** South of Dragon's Delve is a pit where, hundreds of years ago, locals threw criminals and madmen. The pit leads, eventually, to Level 9, where some descendants of those thrown in the pit dwell.

**Poet's Bridge:** An ancient stone bridge over the River Turant south of Brindenford. Site of a huge battle between the forces of Lord Saral and the Red Saint.

**Queen Ryssa:** A cruel dwarven queen of antiquity who forced her people to delve

deep into the earth, creating much of the dungeon. Pronounced "Rie-sah."

**Ramscorn:** Ferocious orc barbarian that is the leader of the Bestial Host guards of the Beast God temple on the first level of the dungeon. He set out to explore and conquer the rest of the dungeon and can be found on Level 2 in area 51. See also The Stolen Bracer.

**Red Saint:** A powerful cleric named Azassarrah that led an army against the forces of Lord Saral. Once he had defeated Lord Saral and cleared the upper levels of Dragon's Delve, he created a magical prison in which to place his enemies. Azassarrah is pronounced "Azz-ah-sayr-ah."

**Rivenyk:** A demon lord who holds sway on Level 7. He was secretly worshipped by Duchess Chordille. Pronounced "Riv-en-ik."

**Scrall:** The troll priest-king of the Bestial Host. He dwells in the hills far from the dungeon but sends guards and priests there to watch over the temple on Level 1. In theory, he may visit himself one day.

**Sea of Eternal Storms:** A magical ocean far, far away. At least one terrible storm rages upon these waters at all times, making them virtually impossible to navigate. At the center lies the island of Khorant.

**Shakaran Titanslayer:** This human male sorcerer was one of the Mages Four and specialized in physical combat, enhanced by magic. Pronounced "Shah-kar-an."

**Signar Fuen:** Powerful adventurer who died in the dungeon. Signar was once a high-level fighter and explored much of

the dungeon. He reached Level 14, where his party all died, and he was drained by undead down to 3rd level. He was killed in area 2. In his flight from the dungeon, he lost an intelligent amulet on Level 12. Pronounced "Sig-nar Fway-en."

**Sillitta Ederus:** Cleric of Vune. Engaged to Whedon Rasholt. See the Temple of Vune

**Serrestique:** Female human wizard who came to the dungeon to seek information about the Mages Four. She used a number of chambers on Level 1, but is currently in stasis in the prison on Level 5. Pronounced "Sayr-est-eek."

**Stoneseek:** Name that Queen Ryssa's dwarves gave to the location now known as Dragon's Delve.

**Teigel Fascher:** Male human shopkeeper in Brindenford that caters specifically to adventurers headed off to Dragon's Delve. He sells regular gear as well as the occasional magic item. See also Fascher's Supply.

**Tekunki:** A powerful spirit (a "fire god") that dwells atop the Angry Mountain on Khorant. Likely a representative of the gods or other forces that destroyed the original civilization on the island. Pronounced "Teck-oon-ee."

**Tenebrynn Glimmersight:** Male elf in Brindenford being considered for the town's council, despite the fact that he opposes the actions of the the Logger's Guild. Pronounced "Ten-ee-brin." See Logger's Landing for more information.

**Terregaunt:** A dark, brooding fighter. Terregaunt was a henchman of Lord Saral when he first came to Dragon's Delve, but eventually became an important figure all his own. He built a tower to the southwest of the dungeon. Pronounced "Terr-ah-gawnt."

**Theophrastus:** Human sorcerer who has sealed himself up in an indestructible gem on Level 8 of the dungeon in order to awaken 1,000 years in the future (and to hopefully outlast his enemy Bargelos). Pronounced "Theo-frass-tuss."

**Tral-Ferrer:** A djinni lord trapped in Dragon's Delve by a strange curse for many years more than a thousand years ago. To enact his escape, he wove a magical carpet said to hold some secret of the dungeon. The carpet was divided into three parts.

**Twelve Secret Sigils:** Physical manifestations of the Dragon Prince's power in Dragon's Delve, these symbols have appeared throughout the dungeon. Finding and indentifying them will grant creatures power, usually having a draconic aspect of some kind. Each of the twelve sigils is more powerful than those that come before it, so the twelfth is the greatest of them.

**Uoto:** Half-celestial warrior who served the Red Saint. Now buried in Terregaunt's Tower. Pronounced "Oo-oh-toe."

**Urlaster:** Sorcerer from more than 100 years ago who explored Dragon's Delve. He lived in Brindenford, his former home is now the tavern, the Lost Shepherd. He fashioned a key that provides a way into the Prison of the Red Saint. Pronounced "Ur-las-ter."

**Urgan:** Oldest of the children of Kulaj, Urgan is the worker who uses the power of the river for his own ends as he shapes steel and stone. Urgan is the Neutral Good god of the earth and metalworkers and stoneworkers. He appeals to dwarves, gnomes, and perhaps orcs. See the Temple of the River Gods.

His domains are Earth, Fire, and Good. His favored weapon is the warhammer. His symbol is a wheel with hammer and gemstones set on it. Pronounced "Er-gahn."

**Val Donage:** Retired female human adventurer who explored Dragon's Delve who now owns the Lost Shepherd. Pronounced "Val Don-adge."

**Vangell:** Human male sorcerer who explored much of Dragon's Delve and now lives among the pirates on Khorant. Pronounced "Van-gel."

**Venom Cult:** A secretive, evil cult devoted to murder, death, poison, and serpents. The cult uses a portion of Dragon's Delve as its base of operations, although it has secretly infiltrated the town of Brindenford as well. The cult's patron is Nag, a minor but extremely sinister god.

**Vesh:** Humanoid creatures descended from either blind cave fish or very deep sea fish, or perhaps both. These blind, freshwater carnivores are strictly subterranean and can be found mainly on Level 3 of Dragon's Delve, although a few have wandered elsewhere. Use locathah stats.

**Vraedix:** A magical information storage device based on a semi-sentient thinking machine the Mages Four discovered on a different world. Found on Level 7 of Dragon's Delve.

**Vimble Mirhoffal:** A wealthy halfling male in Brindenford. He is the proprietor of Queen's Crafts. Pronounced "Vim-bul Meer-hof-al."

**Vune:** A goddess of light, purity, and charity. Most, but not all of Vune's clerics are female. Those that are not belong to a sub-sect called the Brothers of Charity and focus on aiding the poor, the sick, and orphans in the name of their goddess. The rest of the clergy is interested in spreading Vune's teachings of helping others before helping oneself. Vune's worship is widespread and extremely popular. Her clerics are often treated as a special, highly respected social class. See also the Temple of Vune.

Vune is Lawful Good. Her domains are Good, Healing, and Sun. Her favored weapon is a mace. Pronounced "Voon."

**Wendways:** A mystical conduit stretching through Dragon's Delve allowing near-instantaneous travel between key spots throughout the dungeon.

**Whedon Rasholt:** Head guildsman of the Logger's Guild. Engaged to Sillitta Ederus of the Temple of Vune. See also the Logger's Landing.

# BRING A GENIUS TO THE TABLE!

## CREDITS

**Designer:**  
Super Genius Games

**Cover Art:**  
Ed Bourelle

**Interior Art:**  
Marin Roule

**Graphic Design and Typesetting:**  
Anthony Kenniston and Lj Stephens

**Creative Director:**  
Stan!

**Producer:**  
Owen K.C. Stephens

**Produced By:**  
Super Genius Games  
[www.supergeniusgames.com](http://www.supergeniusgames.com)

Copyright ©2006-2010 Monte J. Cook;  
Copyright ©2010-2011 Super Genius Games

Used with permission.

All logos are the trademark of Super Genius Games All rights reserved.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

## DESIGNATION OF PRODUCT IDENTITY

Open Game Information  
The material in this document utilizes the Open Gaming License, available at [www.wizards.com](http://www.wizards.com) and reprinted below:  
OPEN GAME LICENSE Version 1.0a  
The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE  
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.  
[Dungeonaday.com](http://Dungeonaday.com). Copyright 2009, Monte J. Cook. All rights reserved.  
Designation of Product Identity: All material and references to all material found in the Glossary are Product Identity. All artwork, photos, logos, and maps are Product Identity. All other material is considered Open Content.  
All Content is Copyright Monte J. Cook, 2009.